

PRIMA'S

TWISTED METAL™ 2

UNAUTHORIZED GAME SECRETS

Anthony James

**TURBO-POWERED
CODES, MAPS,
& STRATEGIES**

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TWISTED METAL™ 2 Unauthorized Game Secrets

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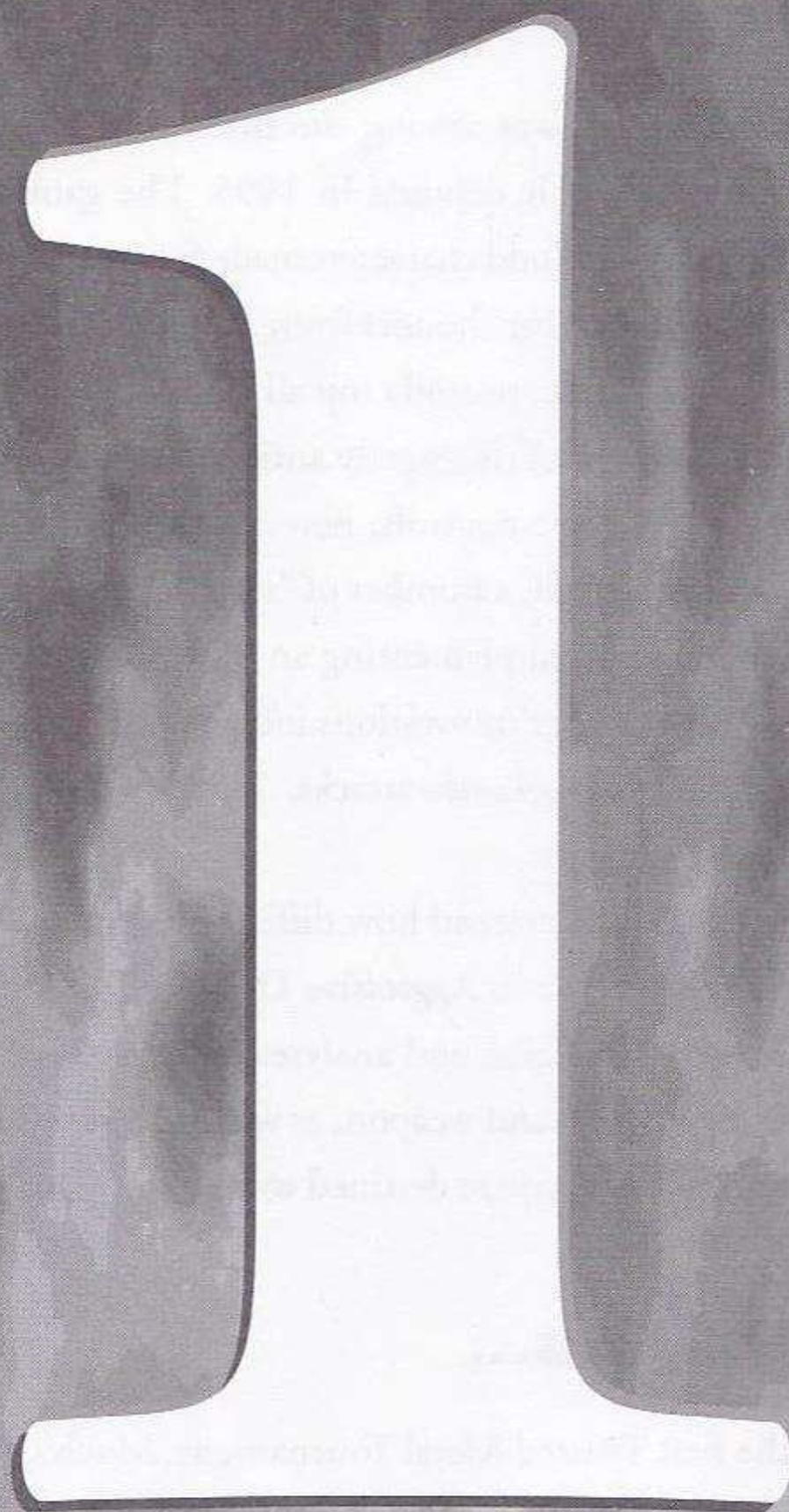
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Dedicated to Estrella, Amigo, Shadow, Xena, and Dakota.





I N T R O D U C T I O N

The original *Twisted Metal* was among the titles most important to the success of Sony's PlayStation™ when it debuted in 1995. The game's fast and furious pace, exotic locales, and variety of odd characters made for great fun and addictive gameplay. It even garnered 1995 "Game of the Year" honors from *Electronic Gaming Monthly*! How could *Twisted Metal*'s developers, Single Trac, possibly top all this?

The good news comes in the form of the eagerly anticipated sequel, *Twisted Metal 2*. Players will find improved graphics and game controls, new characters and old favorites, larger and more treacherous levels, and, best of all, a number of "secrets." Designers have placed a heavier emphasis on character development, implementing an intricate story line with animated ending sequences for each character. Other innovations include new weapons, special attacks, and what must be a first for a driving title—*combo* attacks. *Twisted Metal 2* offers a superior gaming experience in just about every category.

If you've played the game, you understand how difficult it can be. Fear not: We've designed this guide to help you get your license in Aggressive Driving. The following chapters provide complete maps, comprehensive strategies, and analyses for every level. You'll find detailed information on every character, vehicle, and weapon, as well as secret codes and passwords. With all this knowledge at your fingertips, you're destined to become King of the Road!

The Story Begins...

A year has passed since the first Twisted Metal Tournament. Much of Los Angeles remains in ruins. A host of competitors returns in search of the tournament's organizer, Calypso. They've heard he'll grant a wish to the winner of the second tournament.

Calypso is a being of pure evil. He feeds on the destruction and mayhem the tournament assures, and his mystical powers are a powerful lure to those chasing a dream. But the prize won't be easy to attain. More contestants will battle for victory in a tournament whose focus has shifted to a global scale. Some come for power, others for revenge; a few have hidden agendas.

One thing is certain, though: Calypso will do his best to insure that no one claims the prize they seek.

2

G A M E B A S I C S

Game Controls

←/→: controls your vehicle's direction

↑: accelerates your vehicle

↓: reverses your vehicle

L1/R1: toggles between weapons

L2: fires selected weapon

R2: fires machine guns

△: turbo-boost

○: brakes

□: accelerates your vehicle

×: pressed with the □ button, allows you to perform a hard turn

Select + ↑/↓: changes views

Select + ←: changes HUD display

Select + →: adjusts rearview mirror

Start: pauses the game

If you prefer an alternative controller configuration, you can use the Options Menu at the Title Screen to select either Run & Gun, Control Freak, or Deadly Force.

**The Standard
Controller**



Game Modes

Tournament Mode: The player takes control of a single vehicle and must battle through eight levels packed with progressively more challenging foes. The road through the tournament is tough. Only the most determined competitors will survive to gain a wish from Calypso.

One-Player Challenge Match Mode: This is something of a training ground where the player can choose specific backgrounds and enemies. Use this mode to practice strategies and develop tactics for various situations.

Two-Player Challenge Match Mode: In this “Versus” mode, two competitors select vehicles and wage war on a battleground of their choice.

Co-op Tournament Mode: Much like Tournament mode, except two players join forces to advance through the game.

Game Options

You can adjust the following game options to your liking.

Difficulty: Play in one of three modes: Easy, Medium, or Hard.

Map: Toggle the spinning globe *on* or *off*.

Keypad 1 / Keypad 2: Reconfigure the game controls.

Audio: Adjust the music, sound effects, or soundtrack volume.

History: Provides the game’s backstory or credits.

Advanced Attacks

Freeze Burst (Press ←, →, ↑): An essential part of any strategy, the Freeze Burst will freeze any opponent dead in his tracks for approximately five seconds—just long enough to seriously damage any opponent. This is a great move to start combos with.

High Jump (Press ↑, ↑, ←): This attack may seem useless, but players can use it to escape a barrage of enemy attacks and still be able to fire back, or to jump up onto higher, normally unreachable, ledges.

Rear Attack (Press ←, →, ↓): Obviously, when activated, this attack fires the selected weapon behind the player to strike down enemies tailing you.

In addition to Advanced Attacks listed in the manual, try some of these:

Napalm (Press →, ←, ↑): Similar to the attack you can pick up in the arenas, but activating it depletes a player's Advanced Attack Meter. Use it to put a wall of fire between you and another car. If it hits an opponent, they'll burn for several seconds.

Shield (Press ↑, ↑, →): Not really an attack, "Shield" offers temporary invincibility to all attacks. Use it sparingly; it heavily depletes your Advanced Attack Meter.

Land Mines (Press →, ←, ↓): Activating this attack as you drive leaves behind a powerful land mine that detonates when anyone—including you—passes over it. Useful in the same way as the Rear Attack, these mines take relatively little from your Advanced Attack Meter.

Invisibility (Press →, ↓, ←, ↑): Players can use this function when sneaking an attack on unsuspecting cars. You become invisible not only to your enemies, but to *yourself*; this makes aiming difficult. Invisibility lasts approximately five seconds.

Combo Attacks

Players can combine attacks to inflict massive amounts of damage. Mixing advanced attacks with weapons creates some powerful techniques for putting enemy vehicles away quickly.

Power-Ups/Weapons

A number of power-ups are scattered throughout the levels. Collect them all to enhance the firepower at your disposal. Any of your competitors can use these items, as well. (Remember that a vehicle can carry a maximum of 24 weapons.)

Fire Missile: The basic projectile weapon, with moderate tracking and damage abilities.

Power Missile: A more powerful version of the Fire Missile. The Power Missile can destroy both enemy vehicles and terrain, but it can't track an opponent.

Ricochet Bombs: Round bombs that bounce around a level until they hit a target (even you) and detonate. The power of the explosive increases with every bounce.

Lightning: A burst of electrical energy unleashed from a central position in the level that can damage a number of enemies. Draw an opponent into range and then deliver the shock of their life (or death)!

Turbos: Provide instant acceleration to top speed for as long as you hold the Turbo button. Their supply is rationed though, so use them sparingly!

First Aid Kits: Health-restoring power-ups scattered throughout each level.

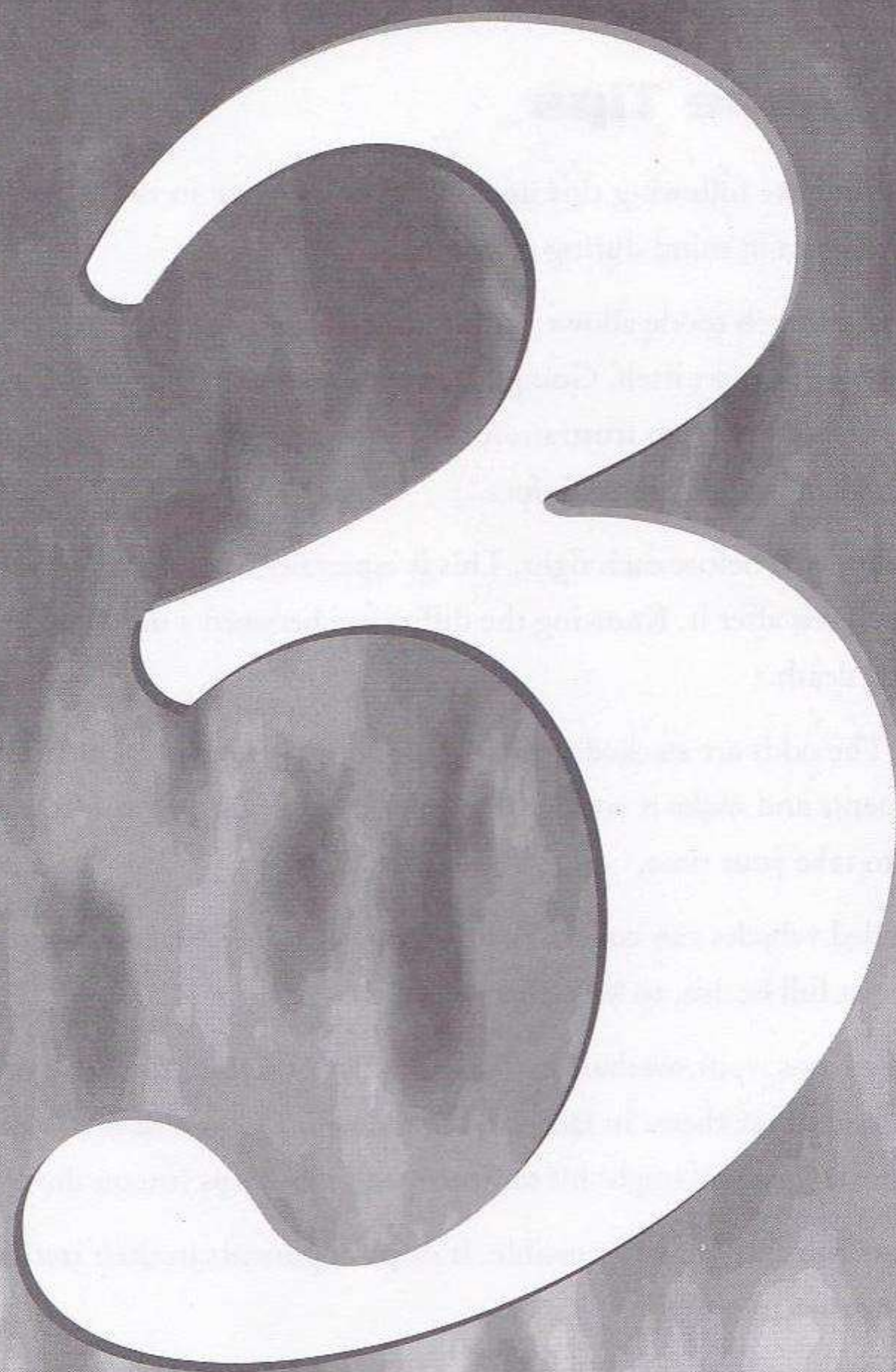
Homing Missile: This least-powerful of the missiles has the best range. It is most useful for players who like to fight from a distance, or who prefer to unleash death from above, sniping from the tops of structures.

Napalm: Sets an opponent afire for an impressive amount of damage. The vehicle continues to take damage until the flames go out. Beware of touching a flaming enemy or you'll burn, as well.

Remote Bomb: The most powerful collectible weapon, so keep an eye out for it. Place the bomb strategically and wait for an enemy to move into position before pressing the Start button to detonate it.

Pedestrians

These poor, unsuspecting souls have nothing to do with the game or its strategies, but it's interesting to watch them splatter as you tear through the arena. There are several varieties of pedestrians, usually pertaining to a given arena. For instance, in Paris you'll see plenty of mimes. They'll make some noise, though, as you plow over them in your quest for victory. In the Cyburbia level, several people relax on their lawn in the warm sunshine. Too bad they can't see you coming. (Even then, it would be too late.) The remaining arenas feature a variety of targets. When you have a chance, check out the potential casualties.



H I N T S & T I P S

General Game Tips

Most players will find the following tips useful as they compete in the second Twisted Metal Tournament. Keep them in mind during gameplay.

- 🔥 The Challenge Match mode allows you to learn the controls of your car before attempting the tournament itself. Going for the tournament without getting familiar with your vehicle will only lead to frustration. The time you spend mastering your vehicle's control will pay off against difficult foes.
- 🔥 Study the maps well before each fight. This is especially important in later levels—New York and the levels after it. Knowing the difference between a dead end and a cliff can mean life and death.
- 🔥 Remember: The odds are stacked against you! Don't fight a war of attrition. Confront single opponents and make it your goal to kill them during that confrontation. You can't afford to take your time.
- 🔥 CPU-controlled vehicles can collect First Aid power-ups. Collect any you come across, even if you're at full health, to keep them from the CPU.
- 🔥 Your Machine Guns won't overheat in *Twisted Metal 2* (as they did in the original version), so don't be afraid to use them. In fact, hold the Machine Gun button down at all times. You never know when you might hit someone, and this keeps you on the offensive.
- 🔥 Use the Freeze Burst as often as possible. It stops opponents in their tracks: A stationary target is a lot easier to hit!
- 🔥 On the other hand, avoid getting frozen by the CPU at all costs. CPU cars have no limit to their special meter. They can freeze you again and again until you die. Getting frozen by a CPU opponent is probably the worst situation you can find yourself in.
- 🔥 This is not a game of bumper cars. Although you can hit objects and other enemies, you'll take damage from doing so. Nothing's more embarrassing than dying from hitting the wall. Sometimes though, you'll want to be aggressive. Even if you take damage, ramming your opponent in the side to flip him will take more Life from him than from you.





Using the Turbo Power-Up

The Turbo power-up is one of the game's most overlooked items. Having plenty of Turbos can give you a tremendous advantage over your opponents in a variety of situations. Collect as many as possible.

Activating a Turbo from a full stop immediately accelerates you to top speed—very useful if you must dodge an attack or change directions quickly. And if you're jammed up with a bunch of other cars, the Turbo can help get you out of the pile.

The most effective way to use Turbos is with button taps. Remember, the Turbo's greatest benefit comes from its acceleration *boost*, not its speed. Once you tap the Turbo button you're at top speed. Lay off the button and save your remaining Turbos for later.

One big no-no: *Don't use Turbos in the air!* You'll gain no speed whatsoever. What a waste! And avoid activating a Turbo burst after firing a Ricochet Bomb projectile, or you may become victim of your own weapon! Tapping Turbo will also extinguish flames if you are caught on fire.

-  A blinking car icon on your radar screen indicates the opponent is on a different plane, perhaps on a floor above or below you. This knowledge is especially useful if you're using Outlaw 2 or Spectre and want to pull off a multiplane surprise attack (see Chapter 4).
-  Memorize the locations of all of the power-ups in your current arena. Grabbing a power-up once doesn't eliminate it forever. They regenerate in time, so keep your eyes open.
-  Advanced Attacks are extremely useful, and warrant learning how to activate them in dangerous circumstances. Moves such as the Shield will prove invaluable in the heated battles you're sure to wage.
-  When you attempt an Advanced Attack, enter the commands for the move slowly on the D-pad. The attack will launch only if your motions are very precise.

- 💧 Certain Advanced Attacks, such as Invisibility, won't fool CPU-controlled opponents, so don't waste your Special Meter.
- 💧 In Tournament mode, there's no time limit or clock to race against, so take your time! There's no need to take foolish chances. Play intelligently and apply tactics that best suit your skills.

Two-Player Strategies

Employ these tactics in a Two-Player Challenge Match to enhance your gaming experience:

- 💧 Turn off your radar options and use hide-and-seek tactics. A CPU opponent will home in on you no matter what, but radar only spoils the fun when you're competing against a human.
- 💧 Feel free to drive up close to blast a human opponent. Human-controlled cars don't have unlimited Advanced Attack Meters, as the computers do. Even if they blast you with a Freeze Burst or two, you can retaliate.
- 💧 Glance at your opponent's half-screen if you can't find him. Hey, all's fair in love and war. Besides, they'd probably do the same to you.
- 💧 Don't spend too much time in one spot. It won't be long before someone tries to capitalize on your stationary position. Often you'll pull away just as an enemy fires a Freeze Burst at you.
- 💧 Remember: You can't fool the CPU, but you *can* fool a human opponent. Advanced Attacks such as the Cloak are very effective against warm-blooded competitors. Include these in your game plan as often as possible.

4

THE COMPETITORS

Roadkill

Driver Name: Marcus Kane

Driver Info: Male, 32 Years Old

Birthplace: Alabama

Car Type: Junk Car

Handling: Intermediate

Armor Rating: ••

Special Weapon Rating: •••

Speed Rating: •••

Special Weapon: Boomerang Blast

License Plate: WAYKUP

Opening Story

Marcus's only home is the vehicle he drives. Many simply consider him a bum. He has no friends, no money—and possibly no sanity. Deep down inside, he feels—he *knows* the place he's in isn't right. He seems to remember children, perhaps even a family. He remembers a time when mass murder wasn't a contest, but a tragedy, and believes the world he lives in must be a nightmare, a horror story, from which he must escape. He knows of only one way to prove his sanity and the truth, and maybe find his way back home—to enter the second Twisted Metal Tournament, and win. Then Calypso must grant his wish, and that will take him back to the source of his memories, to where he belongs.

Special Weapon Strategies

Roadkill's Special Weapon is his Boomerang Blast. This medium-power projectile is quick and deadly, both on the way out and on the way back. Its main disadvantage is that, because it must return to you if it hits nothing, it has a fairly short range (although not the shortest of the Special Weapons). It's a quick-firing weapon, so you needn't worry as much about timing your

shots. You'll also notice that it recharges fairly quickly, unlike other characters' Special Weapons, so don't worry about saving shots for the perfect moment; simply fire away and check the debris later.

Another thing you'll notice is that Roadkill's Special Weapon does three or more times the damage on the way back to you than it does on the way out. Use this to your advantage: You can simply freeze the enemy, and then turn and fire the weapon so it curves back on him. Or, once you have a good grasp of the controls, you can lead your opponents' cars with the Boomerang so it hits them on the return path. This works especially well against those unfamiliar with Roadkill's weapons. They won't suspect the Boomerang's return and will probably drive into its path. Keep in mind that firing a Rear Attack with your Special Weapon highlighted launches a Boomerang behind you, in case anyone is following. The foregoing holds true for that Boomerang, as well.

General Strategies

Roadkill is an average fighter, overall. He has average armor and speed, but not much else. In spite of this, a lot of the stronger characters won't do too well against him. Even with his average speed, his great maneuverability lets him easily evade attacks and other nasty situations. Because Roadkill is also one of the easier characters to steer and control, you can use him to get the hang of general gameplay before switching to more difficult characters.

Remember Roadkill's Special Weapon. Again, you can use it many ways: Trick your opponent into driving into its return path; as it hits him, freeze him, and then fire another Boomerang to do massive damage.

Keep an eye on your armor when going up against the stronger characters. Roadkill's medium-strength armor will save you in the occasional head-on collision and such, but if you try to ram just anything, you may not get very far. Avoid head-on barrages of attacks: Most missiles damage Roadkill pretty badly. Use your speed to avoid such barrages and then circle around for the kill.

Twister

Driver Name: Amanda Watts

Driver Info: Female, 22 Years Old

Birthplace: Indiana

Car Type: Race Car

Handling: Ultra Tight

Armor Rating: •

Special Weapon Rating: ****

Speed Rating: *****

Special Weapon: Tornado Spin

License Plate: LHYTSPD

Opening Story

At first glance, Amanda Watts seems to be a simple woman, beautiful, young, and bored. But a closer look reveals her deep-burning obsession—a lust for high speed. She's tried it all—cars, motorcycles, you name it. If a machine moves faster than she does, she's been on it or in it.

Can she satisfy her lust? Never. Even a formula one racing car, her fastest vehicle, can't make her happy. Just as she gives up all hope, she learns of the second Twisted Metal Tournament, and of Calypso's power to grant her a wish if she wins. Her mind is made up: She must win the contest to meet Calypso and get her prize—*light speed*, of course!

Special Weapon Strategies

Twister has probably one of the game's most effective Special Weapons. The Tornado Spin may not appear to be much at first glance, but its destructive impact, comboing power, and decent range make it something to avoid.

For starters, the Tornado Spin does exactly what its name implies: It grabs your enemies and spins them up into the air as a tornado would, slamming them against walls, other enemies, and even the ground. Of course, each time an opponent slams into something (at least five or six times), he or she takes damage: You can imagine the amount they will have taken by the time this weapon finishes with them.

Remember, though: You can't attack with this move at high speeds. If you do, the enemy will fly up into the air, but you'll pass them up, taking the tornado with you, and leaving your opponent to fall back to the ground without getting seriously hurt. The trick is to sit fairly close

to your enemy, once you have a hold on him or her, so the tornado can hang on and do its damage. This may sound like a major disadvantage, but this move doesn't limit you to lifting just one car. If you can manage to slam into a pile of several cars, pick them all up with the Tornado. Then sit there underneath and watch their energy drain.

You can also "combo" this Special Weapon into itself. Watch your spinning opponent(s). As the Tornado begins to phase out, launch another. The start of the second Tornado will catch any cars falling from the first, lifting them again for double the damage.

General Strategies

The Twister offers several distinct advantages and disadvantages, some more obvious than others. First, you'll notice right away her awesome speed and maneuverability. You'll also notice right away her extremely weak armor. The best tactic to use with her is a hit-and-run plan of attack. Her speed makes it easy to maneuver into any situation, let off a couple of missiles or machine-gun rounds, and dart back out to another section of the level before anyone can maneuver around to hit you.

Say, though, that she can't make it out, and someone manages to block her exit. Simply blast her Special Weapon and watch anyone nearby fly up into the air. You can either sit around and let your tornado do its full damage, or you can tear out of there to a safe area and collect more power-ups or health packs.

Remember your ability to trap more than one car in your Tornado? This feature may seem effective and useful, but you must use it with caution: If you're low on Life and you capture too many cars, one or more may bump you, and you'll take damage. And take care around enemies with close-range Special Weapons, such as Thumper and Axel. While spinning in the air, they sometimes manage to fire their own Special Weapons. Just as you can take damage from cars that fly into you, you can also take damage from attacks your opponents fire from the air.

You can also use Twister's size to your advantage. Most competitors are fairly tall and easy to see onscreen. Because she can sort of blend in with her surroundings, and because of her incredible speed, Twister often can simply sneak up on an opponent. Obviously, though, with the map on, anyone can see your car and prepare for the assault.

Axel

Driver Name: Axel

Driver Info: Male, 35 Years Old

Birthplace: Louisiana

Car Type: Daddy's Revenge 209

Handling: Intermediate

Armor Rating: ***

Special Weapon Rating: ***

Speed Rating: **

Special Weapon: Supernova Shockwave

License Plate: REV 13:10

Opening Story

Axel's story is both sad and simple. Once, he was a honorable man, minding his own business, not bothering anybody in particular, or so he thought. But one man had enough hatred in him to act on it, and affect Axel's life forever. He found Axel and imprisoned him in the "Daddy's Revenge 209."

Since that day more than 20 years ago, Axel has searched the globe for a way out of his torment, and a chance at freedom from fear of ridicule. Though honorable, Axel has reached the limit of his patience and sanity, and will obliterate all who get in the way of his freedom. Winning the Twisted Metal Tournament and begging for Calypso's help is his last hope.

Special Weapon Strategies

Axel's Supernova Shockwave has a distinct disadvantage—its range. Although capable of inflicting heavy damage when close enough to an opponent, getting close enough can be hard. Practice hit-and-run tactics: Dart in (especially with turbo speed); when you're in range, fire your Shockwave. As your enemies fly up to the sky, tear out of there to a safe place, turn around, and plan your next attack.

As with some of the other Special Weapons, Axel's Shockwave can hit more than one target at the same time. You can definitely use this to your advantage, especially if you find yourself surrounded. Launch your Shockwave and run away, or "combo" by launching the Shockwave again as your victim(s) hits the ground. He'll fly back up, and his Life will drop by double.

General Strategies

Axel may have a strong Special Weapon, but his lack of speed and maneuverability more than balance that out. Avoid narrow cliffs, pathways, or tunnels. Once you're in or on one of those, you'll find it very hard to maneuver without hitting a wall or flying off into a pit. Axel simply wasn't built for winding roads. Because of this disadvantage, you must plan your attacks carefully. Only move into areas with more than one exit. Use a lot of hit-and-run and drive-by tactics. Simply turbo over to the enemy and turn slightly to pass him. On your approach, let him have it with your biggest volley of attacks, and then zoom past and head for open area to turn around in.

You also may notice that no matter where you are, Axel's Special Weapon always hits the ground below him: You can fly off a cliff or jump over an enemy and launch your Shockwave as you fall. Your opponents will fly into the air as you hit the ground, leaving them vulnerable to your next attack.

Because of Axel's limited abilities, often it's useful to sit back and play sniper. Find yourself a secluded area and start picking off distant enemies. If anyone approaches, take off (let them eat a Shockwave or two before you go). Staying out of the rumble saves you from trying to maneuver in cluttered battle areas—and can save your life, as well.

Mr. Slam

Driver Name: Simon Whittlebone

Driver Info: Male, 30 Years Old

Birthplace: Switzerland

Car Type: Front Loader

Handling: Sluggish

Armor Rating: ****

Special Weapon Rating: *****

Speed Rating: *

Special Weapon: Grab and Slam

License Plate: CHWMUP

Opening Story

Simon Whittlebone was your common, everyday architect in a common, everyday architect's job—that is, until the day he was fired for wanting to build a tower that stretched up to the heavens. Enraged, he longs to find a way to get back at everyone, to show them he's the greatest architect of all time. How better to do this than to build history's greatest structure, one more massive and grand than anything ever achieved, one that literally stretches to the gates of heaven?

Simon can't do this alone, however. As if in answer to his prayers, news arrives of the second Twisted Metal Tournament and its prize. With Calypso's power to grant his wish, Simon could finally show the world what a true architect can do.

Special Weapon Strategies

Second only to Minion's, and perhaps Mr. Grimm's, Mr. Slam's is the game's most powerful Special Weapon—the Grab and Slam. And that's just what it does: Using the arm on his Front Loader, Mr. Slam grabs the enemy and slams him repeatedly into the ground. This move's advantages and disadvantages are obvious. Mr. Slam must grab an opponent for the move to do any serious damage; the range of this attack is horrible. You literally must *touch* your opponents

for Mr. Slam to grab them. Otherwise, you scrape their paint a little and do nearly nothing in the way of damage.

How can you get that close? First, you can use the trusty Freeze Blast: Simply freeze the enemy car, then drive up and slam it. One slam can decrease someone's Life by 50 percent. Follow the slam with another freeze, and you can kill your opponent in seconds.

Another method is simply to let the opponent cars come to you. You don't have much for speed, so don't run; instead, wait until they get close and then unleash your Special Weapon. They'll think twice before coming back in for close combat.

General Strategies

Mr. Slam is *slow*—plain and simple. In fact, he's the game's slowest character, and has the worst maneuverability. Because of this, you'll definitely want to avoid narrow paths of any kind: Once you go out on a limb, you'll be stuck there until you can back up without running into anybody. Stick to the open areas where you can run away when you need to.

Mr. Slam's armor makes up for his poor handling. You needn't avoid attacks as often as you might with smaller characters. This doesn't mean you can simply stand still and take on everyone at once, but it does mean you can charge in on any single enemy, take any attacks, and then Grab and Slam them with little loss of your own Life. Don't move in on large groups of cars: You won't be able to maneuver around or through them well, and your Special Weapon can hit only one car at a time effectively. Instead, target stragglers and loners on the battlefield.

As with Axel, you may find it a lot easier to spend time looking for power-ups, and then find a nice, secluded area and play sniper on the other characters. You'll save yourself the trouble of having to fight the controls to make your way through the battlefield. And remember the old saying, "Out of sight, out of mind." Often the others will concentrate on the nearest opponent, and not notice the stray missile that hits them from behind.

Shadow

Driver Name: Mortimer

Driver Info: Male, Age Unknown

Birthplace: 6 Feet Under

Car Type: Hearse

Handling: Intermediate

Armor Rating: ••

Special Weapon Rating: ••••

Speed Rating: •••

Special Weapon: Soul Shadow

License Plate: KREMAYTU

Opening Story

Shadow's driver is the soulkeeper, Mortimer. When not racing in the tournament, Mortimer helps anyone who dies an untimely death to seek revenge or right the wrongs that caused their demise. He enters the second tournament with a single purpose—to overthrow Calypso. Why? What lost soul is he helping now? Only Mortimer knows, but you can bet that whoever or whatever it is, Calypso won't be too happy about it.

Special Weapon Strategies

Shadow's Special Weapon is his Soul Shadow (second only to Minion's, of course). He launches a dark spirit from beneath his car and can "detonate" it at any time as it travels out. Nothing special, or so it seems.

Shadow's Soul Shadow is one of the few weapons that can travel through walls. The advantage is obvious: You can hide inside any room, watching your radar. When an enemy comes in range, you can maneuver in his or her direction and unleash an attack. The Soul Shadow will pass through the wall, and you can detonate it when it's near the target. You must judge the distance correctly, but if you succeed, it's a totally unexpected chunk of lost Life for the enemy. And even if the enemy knows you're in there, he can't hit you with anything. He probably won't even see the Soul Shadow until it's too late.

The Soul Shadow is very strong, with a very long range. The average enemy car will lose about a quarter of its Life after one blast. You must take care, though, because the explosion can hurt you, too. Avoid using your Special Weapon up close to prevent unnecessary damage to

yourself. The Soul Shadow has a limit to how far it can travel before it detonates on its own. Learn this distance and try to keep most enemies in range.

General Strategies

Shadow is a very tough character to beat. His speed, maneuverability, and armor are questionable, but an awesome Special Weapon makes up for it all. As Shadow, you'll probably find it best simply to run and hide in a building or cave, and blast opponents with your Special Weapon. True, you can't see the enemy, so knowing when to detonate the Soul Shadow can be a problem. With practice, however, you'll learn to judge the distances, and your enemies will drop like flies.

This tactic is useful not only for killing other cars, but for staying alive. Shadow may have a great attack, but it's useless up close, because it can damage you as well as the enemy. This, plus Shadow's weak armor, means avoiding heated battles to pick off everyone from a distance will keep you alive longer. Feel free to launch your Soul Shadow often. It recharges very quickly, so you'll always have something to attack with. If an opponent finds your hiding place, and you see them coming, launch a Soul Shadow and detonate it on them. This sends the other car flying into the air, giving you a chance to peel out to safer grounds. This may happen a lot: Most competitors know about the Soul Shadow's powers and will want to close in to prevent you from using it. If this happens, feel free to detonate a Soul Shadow on yourself—as long as your health is good—because this will launch both of you high into the air and allow you to escape.

Hammerhead

Driver Names: Mike and Stu

Driver Info: Males, 17 Years Old

Birthplace: Seattle

Car Type: Monster Truck

Handling: Sluggish

Armor Rating: •••

Special Weapon Rating: •••

Speed Rating: •

Special Weapon: Monster Crush

License Plate: BLUDEE WHLS

Opening Story

There isn't much of a story for the two drivers of Hammerhead. Mike and Stu are simply a couple of young, brainless teenagers looking for trouble. They're constantly on the lookout for fun and girls, and when they heard about the tournament and its prize, they figured winning would give them a chance at the ultimate high.

Special Weapon Strategies

Players familiar with Hammerhead from the first Twisted Metal Tournament will notice that his Monster Crush is toned down here. All this move can do is run you over, or try to, but it takes off a lot of Life when it hits. It's the hitting that makes it hard to use, though. Monster Crush only works well if you hit the other car broadside; otherwise, the weapon doesn't seem to activate, and if it does, it's certainly weaker. This puts Hammerhead in the same boat as Mr. Slam. You must be precise and close to your opponent or using the Monster Crush is pointless. Obviously, the Freeze Blast is the best way to go about this. Once you freeze an enemy you can quickly maneuver to the side and let loose.

As an alternative, let the enemy come to you (again, as with Mr. Slam). Wait around in a safe area; when someone comes in close to attack, hit them with the Monster Crush. The Crush does a lot of damage when it connects, so it pays to try it often. If you miss the side of a car, you'll still ram it pretty hard and give yourself a chance to get away and come back at it.

General Strategies

The first thing you will notice with Hammerhead is his lousy maneuverability: He is the second worst-handling vehicle in the game, below Mr. Slam. For this reason, you'll want to stick to the familiar hit-and-run tactics of the other sluggish characters. Avoid heated battles, and when you see an opening for your Monster Crush, move in and attack.

Try not to get caught between too many cars. Your poor maneuverability will hinder a quick escape. Instead, concentrate on stray targets or lone opponents sniping at other cars. These are

usually other sluggish characters who'll have as much difficulty avoiding you as you will trying to catch them. Don't bother with faster, more agile cars; they'll run circles around you.

As with other slow cars, a defensive, secluded position is probably your best bet. Drive around and find as many power-ups as you can; then park away from the battle and unload on anyone who comes too close. If an opponent comes in direct contact with you, don't be afraid to ram the vehicle out of your way so you can escape. Hammerhead has pretty good armor, so you can afford to take a little damage to avoid a barrage of attacks.

Because of your speed, others will try and freeze you to make you an easier target. Watch your radar as you drive and avoid these freeze attacks. Given your poor maneuverability, such blasts are your worst nightmare. Even with pretty good armor, two or three Special Weapons can still kill you if you can't move to avoid them.

Outlaw 2

Driver Name: Captain Jamie Roberts

Driver Info: Female, 24 Years Old

Birthplace: Los Angeles

Car Type: Police Car

Handling: Intermediate

Armor Rating: ••

Special Weapon Rating: •••

Speed Rating: ••••

Special Weapon: Omni Taser

License Plate: 202LYF

Opening Story

Captain Jamie Roberts is a cop with good intentions. She'd never harm anyone unless she felt forced to. Unfortunately for Calypso, he messed with family. And family business is serious business—serious enough for even a clean-slate police officer like Jamie to shed her good-cop exterior to reveal the murderess she can be. Her brother won the previous Twisted Metal Tour-

nament. When he met Calypso and made his wish, however, Calypso deliberately misinterpreted his request, and sent him spiraling into space for eternity. Jamie intends to win Twisted Metal 2 and see her brother again.

Special Weapon Strategies

Outlaw 2's Special Weapon is the Omni Taser. When activated, it fires a long electrical beam that rotates around the car for several revolutions. If this beam touches a vehicle it locks on and zaps it for decent damage. The Omni Taser, like many of the game's Special Weapons, is geared to specific tasks and requires careful consideration before use. The Taser's greatest strength is its high hit probability. It's good for drive-bys and hitting opponents from around corners.

If Mr. Slam or Twister catch you in their special moves, fire the Taser; both of you will take damage, evening the score. At a teleporter, if you hit a car just as it teleports the Taser will follow and inflict damage at the vehicle's destination. Be creative: The Taser is very easy to connect with, and you can deal some quick, easy damage if you use it properly. The charge time isn't that great, however, so make each attack count: Remember, this weapon doesn't inflict much damage. The Omni Taser is a weapon of tact, not power.

General Strategies

Most Outlaw 2 strategy centers on wise use of the Omni Taser, because she's pretty average in most other ways. Her armor is slightly below average, but still pretty much on a par with the other game characters'.

Use the foregoing Omni Taser techniques. When the Taser hits, it locks onto an opponent, so go ahead and turbo off to safety. Outlaw 2 has a respectable speed, so you should be able to get away. This is an important strategy, because once the Taser locks on, it locks on for good. If you speed off as it locks on, you decrease the chance of a counterattack.

Most importantly, set up situations where opponents can't defend themselves from the Omni Taser. If your enemy is in range of the weapon, it's almost impossible for him to avoid being hit. Your opponents are probably well aware of this and will try to keep their distance, however, so try to position yourself where they can't see you, but where the Omni Taser can still connect. Creating such situations is your goal.

For example, in New York, if you're on the bottom floor of a parking structure and an opponent is immediately above you, hit him or her through the ceiling with your Taser. There's

nothing your enemy can do about it. It is almost impossible for competitors to avoid this situation because they can't see you (you're on a different floor).

As long as you can set up such situations, you'll succeed. The idea is to let your opponents think they're safe, and then surprise them. Because the Taser doesn't really do much damage, it's not worth charging your opponent and trading hits just to connect. Surprise is the only effective way to use this Special Weapon. Avoid direct confrontations. Be sneaky. It can take very quick reflexes to capitalize on these opportunities. Prepare for them.

In stages like Holland where there's no place to hide, the only effective way to use the Taser is for drive-bys. Locate a pack of cars and shoot through the middle. As you pass by, fire the Taser. You'll almost always hit someone. Just remember to keep going, otherwise someone will slam you from behind. And remember the teleporter trick: If you're near a teleporter while an opponent's trying to teleport away, fire off the Taser. If it hits, the beam will follow the enemy through the teleporter and inflict its usual damage.

Warthog

Driver Name: Captain Roberts

Driver Info: Male, 105 Years Old

Car Type: Army Vehicle

Handling: Sluggish

Armor Rating:

Special Weapon Rating: ...

Speed Rating: ..

Special Weapon: Patriot Missiles

License Plate: LUKET MYHED

Opening Story

Everyone in the Twisted Metal Tournament seems to have entered for their own evil reasons. You might think Captain Roberts would be no different, but you couldn't be further from the truth. Poor Captain Roberts is just an old, tired army captain who wants another chance at life.

You can't blame him: The man is 105 years old and can barely walk. Though highly decorated, he remains dissatisfied with his life. His only wish is to become young again. He longs to have the body of 20-year-old every aching day of this life. (It's interesting to see how Calypso twists the poor Captain's words....)

Special Weapon Strategies

Warthog's Special Weapon is a dual, front-mounted Patriot Missile launcher. The missiles inflict decent damage at medium range and increase in power with distance to their target. The missiles also home very well, making it easy to hit moving targets. Because the missiles' damage is greater the farther you are from your target, you'll best use this weapon for either surprise tactics (firing from rooftop to rooftop before your opponent sees you), or when your opponent is running away after a particularly brutal slugfest. Expect the latter scenario to present itself often: Warthog's armor is the game's strongest. So when the enemy heads for a First Aid Kit, nail him.

Charge time for the Patriot Missiles is rather slow, so use them only if you're sure they'll hit. Also, their range cuts off at a certain point, and they just dive into the ground. Learn this cutoff point to avoid wasting good ammo.

General Strategies

Warthog is a good all-around character, recommended for beginners. His Special Weapon has good range, decent power, and good homing capabilities. Also, his armor is top-notch. This allows you to be more aggressive and less judicious with your Patriot Missiles. As you get more familiar with the game, you'll come to regard Warthog's maneuverability and Special Weapon as less than adequate against those cheesy CPU-controlled opponents.

Because his armor's so strong, you can play an aggressive game with Warthog. Close combat usually ends up being a slamfest, and Warthog outlasts everyone in this department. If this happens, everyone will run away, giving you the perfect opportunity to whip out those Patriot Missiles. Just don't get too close to Outlaw 2 or Twister: Their special moves can send you spiraling into the air and make your rams useless.

Thumper and Mr. Grimm represent your greatest threats as a Warthog player, however. Their special moves are extremely powerful. They can afford to play aggressively against Warthog: His strong armor affords him no protection against their weapons. It's *absolutely vital* you

do not let either of these characters freeze you. If you do, you could lose more than half your Life—and chances are more missiles are headed your way. The only way to win in this scenario is simply not to get hit, but because Warthog's mediocre speed and handling can't compare to Thumper's and Mr. Grimm's, it's very hard to play a game of positioning and strategy. Just try to stay away and wear them down with Patriot Missiles.

I recommend Warthog for beginners because they needn't worry so much about not getting hit, and Warthog has a decent Special Weapon. He's slow, but beginners won't be able to tell until they try other characters. Besides, if you learn to maneuver well with Warthog, just wait until you try Twister! Even beginners should do well for the first few tracks with Warthog. Just don't feel bad when faster characters' powerful special moves start pounding you.

Mr. Grimm

Driver Name: Mr. Grimm

Driver Info: Male, Age Unknown

Birthplace: Unknown

Car Type: Motorcycle

Handling: Tight

Armor Rating: •

Special Weapon Rating: •••••

Speed Rating: ••••

Special Weapon: Screaming Soul

License Plate: YURNXT

Opening Story

Unlike Captain Roberts, Mr. Grimm entered the Twisted Metal Tournament to fulfill his own evil needs at any cost. You see, Grimm's a bit of a junkie—a *soul* junkie. When a person dies his soul goes out to creatures like Mr. Grimm. The more souls Grimm feasts on, the stronger he becomes. The fewer souls he eats, the weaker he gets. Grimm's at a very low point in his life, so

he concocts a sinister plan to speed the coming of Armageddon. He's certain so many human deaths will finally satisfy his craving for souls. (But then, some people are never satisfied.)

Special Weapon Strategies

Mr. Grimm's Special Weapon is the Screaming Soul, a flaming skull that fires straightforward. At long range it's the game's strongest special move, and up close its power is second only to Thumper's Ultra Flame Thrower. Most characters can withstand only about two-and-a-half skulls before they're toast. The weapon's only real drawback is that it has no homing capabilities—so fire it judiciously. The recharge time for this move is a little below average, so this is especially important.

This move is best-suited to two scenarios: The first ideal situation is against a frozen opponent. If a competitor gets frozen by Mr. Grimm, he or she had better hope that either (a) Mr. Grimm has fewer than two specials charged, or (b) someone hits Mr. Grimm before he fires his special; otherwise that competitor is pretty much *dead*. In general, you charge up two skulls, freeze your opponent, quickly fire off both skulls, and as the enemy recovers, fire off one or two regular missiles. This will kill any character except Warthog.

The second scenario is when you're in close quarters with an opponent who's on the offensive—usually when your opponent has very strong armor or a very good close-range attack. In this situation, the Screaming Soul's lack of homing capabilities is moot, because the opponent is so close. Take advantage of this weapon's power! It doesn't matter how strong Warthog's armor is. After two Screaming Souls he'll think twice about getting so close. Just remember that this weapon's recharge time is not so great.

General Strategies

Mr. Grimm is a powerful character. His only drawbacks are his weak armor and the Screaming Soul's slow recharge. However, Grimm's fantastic speed more than makes up for this.

Play a positional game with Mr. Grimm: Find an enemy who's all alone on the map. Chase him down, freeze him, fire off two Screaming Souls, and then fire a few missiles. Again, this will kill anyone except Warthog. Now use your great speed to retreat while your Special Weapon recharges. Repeat the process until everyone's dead.

Mr. Grimm's tactics relate directly to the number of specials you have charged. If none are charged, *run* while they charge up. If you have one charged special, try to wait until you have two; as the fight goes on, however, you may find yourself in a position to sniper a weakened foe. If you can get off a clean shot, go ahead and end his misery. If you have two charged specials, play a positional game until you can freeze someone, and use the aforementioned death combo. As Mr. Grimm, your goal should be to kill an opponent in one confrontation. If you can't, then use your high speed to get away until you can.

Because of Grimm's weak armor, you must remember two things: First, *don't ram anyone*. Not only will you take huge damage, but you'll fly into the air like a maniac unable to control his vehicle—and you probably won't even hurt your opponent. Always keep a safe distance from your opponents unless they're frozen. Even then, you should keep your distance: As soon as your enemy thaws out he'll start blazing away.

Second, *never* engage more than one opponent at a time. It's all but impossible to freeze someone and carefully aim two Screaming Souls when someone's blasting away behind you: Grimm's very light, and often flies into the air when he's hit. If this happens, chances are the guy you froze is still alive and on the attack, as well. Just keep running until you find someone all alone. It's the only way Grimm can kill an opponent in one confrontation.

Grasshopper

Driver Name: Krista Sparks

Driver Info: Female, 15 Years Old

Birthplace: San Diego

Car Type: Dune Buggy

Handling: Tight

Armor Rating: •

Special Weapon Rating: ••

Speed Rating: •••

Special Weapon: Leap and Slam

License Plate: JUMPN1

Opening Story

Krista Sparks is the tournament's most mysterious figure. Thought to have died 10 years ago in a car accident, Krista's back and seems to know more than she's willing to talk about. She speaks to no one, shows little interest in the outcomes of the matches, and seems to carry the largest sense of purpose of all the contestants. All anyone really knows is that she keeps mentioning her father: Is she looking for him? Is her father involved with the tournament?

Krista's the youngest contestant in the Twisted Metal Tournament (she lied about her age to enter).

Special Weapon Strategies

Grasshopper's Special Weapon is the Leap and Slam: She leaps into the air and lands on her opponent. The good thing about this move is that it recharges quickly. The bad thing is that it's almost impossible to aim. Grasshopper has limited homing abilities while she's in the air, but more often than not you'll miss your target. I'd suggest using this move to dodge attacks, but everyone has a regular jump that requires no charging. In general, the Leap and Slam is pretty useless. Use it as a surprise attack or to dodge attacks in those situations where the PSX controller could fail you.

General Strategies

Grasshopper is easily the game's worst character. Her speed and armor are average and below average, respectively, and her special move is almost useless. The only real way to win with her is to snag all the power-ups before anyone else does and use missiles against your opponents. Even this isn't a very good strategy: Regular missiles are weak, and given the number of enemies you must face, chances are they'll run out. Believe me, playing Grasshopper using only Machine Guns is not fun.

Another plausible, if unreliable, strategy is the *annoyance* approach. Because it's hard to hit Grasshopper while she's jumping, use the jump to annoy and frustrate. Let your opponents waste their missiles on you while you're in the air, and then attack when they're weaponless or running away. If you're lucky, your Leap and Slam might even hit the opponent, but don't count on it. (When it happens, it does improve the situation slightly.)

One last thing to remember regarding handling: Grasshopper has decent speed and a very good turning radius, but for some reason her traction is terrible. (This is odd, because she's in a

dune buggy, but anyway....) Keep this in mind when you play in stages like New York and Antarctica. She slides around *a lot*, and it's very easy to fall off of a building while careening around a turn. Turbos seem to aggravate this problem, so just *tap* the button. Because Grasshopper already has decent speed, the only legitimate reasons for using Turbos are to take off quickly from a full stop or to change direction rapidly (for example, when she's sliding out of control toward the edge of a roof!).

Thumper

Driver Name: Bruce Cochrane

Driver Info: Male, 30 Years Old

Birthplace: Los Angeles

Car Type: Luxury Car

Handling: Intermediate

Armor Rating: ••

Special Weapon Rating: ••••

Speed Rating: •••

Special Weapon: Ultra Flame Thrower

License Plate: NRSITYMN

Opening Story

Bruce Cochrane is tired of life in the ghetto: He wants to rule the *world*. So he enters the contest hoping to win the tournament and get his ultimate wish. You'd think they'd be able to think up a more original story, but I guess every game must have its power-hungry scumbag.

Special Weapon Strategies

Thumper's Special Weapon is the Ultra Flame Thrower, a thick flame that shoots five or so car lengths ahead out of Thumper's hood. The blast lasts about five seconds. This move is useless at long range. At close range, it can kill Twister in one hit. It's by far the game's most powerful

move. Not only does the Flame Thrower do a tremendous amount of damage while in contact with an opponent, but the victim's car keeps burning—and taking more damage—after the Flame Thrower expires.

Oddly, the general strategy for this move is similar to Mr. Grimm's, except at close range. At long range, freeze your opponent, drive up to him, and hit the Flame Thrower. While that's going, hit the Machine Guns. Unless some other jerk rams you, this will inflict serious damage.

Against weak characters like Twister, this Special Weapon will totally deplete the Life bar. It will drain a ton of Life from even Warthog. Just remember its slow recharge.

General Strategies

Thumper has strong characteristics like Mr. Grimm. He has weak armor but his good speed makes up for it. He does slide around sometimes, so don't get too reckless. As Thumper your goal always should be to set up your Ultra Flame Thrower. Play a positional game similar to Mr. Grimm's.

Because it's so powerful, you need only charge up one special to wreak havoc. Again, find an isolated opponent and freeze him. Run up to him and open fire with the Flame Thrower and Machine Guns simultaneously. Try to stick to the enemy: The longer the flame touches your opponent, the more damage it does.

Because you're so close, chances are your victim will try and duke it out with you, not realizing that his or her Life is draining at a catastrophic rate. When the flame subsides, finish your opponent off with a few missiles. Repeat the process.

The Flame Thrower's close range make slamfests inevitable. Avoid these unless you have specials charged up. If you find yourself in a big pileup and your special moves are charged, fire the Flame Thrower as many times as you can. Chances are you'll inflict serious damage on almost every car in the pileup. Back up and kill as many as you can; then make your getaway.

As with Mr. Grimm, try to kill everyone in a single confrontation. Only then will you harness Thumper's true power.

Spectre

Driver Name: Ken Masters

Driver Info: Male, 32 Years Old

Birthplace: Boston

Car Type: Sports Car

Handling: Sluggish

Armor Rating: ...

Special Weapon Rating: ...

Speed Rating: •

Special Weapon: Ghost Missiles

License Plate: NVZUBL MN

Opening Story

Poor Ken must have been an unpopular kid at school. He's always been self-conscious, and he hopes the tournament will finally lift that burden. Six weeks ago he took up acting, and he thinks he's got what it takes. When he heard about the Twisted Metal Tournament he figured he'd go for it. Every little bit helps, right? Always seeking the spotlight, he enters the contest seeking fame and popularity.

By the end of the tournament, everyone will know him....

Special Weapon Strategies

Spectre seems like a lousy character. His armor's poor, the charge time for his Special Weapon is average, and good uses for Ghost Missiles aren't apparent right away. The weapon's homing ability is odd: Sometimes it locks on and hits; sometimes it streaks straight toward its target and then curves away at the last second. The missiles aren't very powerful, either.

The Ghost Missile's only strength is its ability to pass through walls and floors. The ideal situation for the Spectre player, then, is to have an opponent in range on the other side of a wall or floor (or ceiling).

General Strategies

Unfortunately, little strategy exists for the Spectre player. He has an average car and no outstanding strengths. To make the best use of your missiles, position yourself behind a wall or

floor with your opponent in range. This is particularly useful in stages like New York, Paris, and Hong Kong.

When you're out of charged Ghost Missiles, use your average speed to hide until you save up more. Unfortunately, these missiles do little damage—frankly, they don't scare anyone!—and it can be very difficult to control the game's pace. Play sneaky. Don't fight a war of attrition. It's all guerrilla warfare with Spectre.

Minion

Driver Name: Minion

Driver Info: Unknown

Birthplace: Unknown

Car Type: Assault Vehicle

Handling: Intermediate

Armor Rating: •••••

Special Weapon Rating: •••••

Speed Rating: ••••

Special Weapon: Patriot Missiles/Freeze Blast

License Plate: Unknown

Opening Story

Minion is the boss from the first Twisted Metal Tournament. He's a huge, flaming, scary, hulking beast driving a huge, scary, hulking beast of a vehicle. Anybody with any sense knows to leave him alone. Only an idiot would want him for an enemy, especially in this tournament! If they so much as tiptoe in the wrong direction, it's curtains for them.

Rumor has it this guy was once a very powerful being who was stripped of his powers and banished to hell. No one knows why or how he came back, but obviously he's showing no mercy this time around.

Special Weapon Strategies

Minion's Special Weapon is a more powerful version of Warthog's Patriot Missile combined with a simultaneous Freeze Blast. The Patriot Missiles fire from the vehicle's hood, and the Freeze fires from its roof. If the Patriot Missiles hit, the Freeze Blast also has a high probability of hitting.

This is without a doubt one of the game's most useful Special Weapons. Not only do you have a more powerful version of an already respectable move (Warthog's Patriots), but you have a simultaneous Freeze Blast. If both Patriot Missiles and Freeze Blast hit, you can repeat the process until you've destroyed the opponent or run out of specials.

This Special Weapon charges extremely quickly, as well, so you can make it a large part of your offensive.

General Strategies

Minion is a tough character. He has super-heavy-duty armor, incredible speed, and an extremely powerful Special Weapon that charges very quickly—truly the biggest threat in his arsenal.

Play Minion like Warthog (thankfully without Warthog's annoying deficiencies). Play aggressively, even more so than with Warthog. Because the special move combines with a Freeze Blast, don't even bother with the regular Freeze Blast unless you're uncertain the Special Weapon will hit. Even this isn't a big concern, because the weapon charges so quickly.

Minion's ideal situation is to find himself at a medium distance from the enemy: It's more difficult for opponents to get a clean shot at you, but it's easy for you to fire your Special Weapon and freeze your opponent. Once he or she is frozen, pound the enemy repeatedly—to death.

It's important to exploit Minion's power fully. Waiting is bad. The CPU can pit you against as many as nine opponents. Because Minion's such a huge target, it's not a good idea to wait around for those nine to approach you. Your best strategy is to pick an enemy and chase him down. This approach would be impossible for someone like Warthog, but Minion's incredible speed makes this a powerful offensive, indeed.

Be confident. You can't play hide-and-seek with Minion. Playing a positional game works best with most other characters, but Minion's vast strength and humongous size forces you to keep on the offensive.

Sweet Tooth

Driver Name: Needles Kane

Driver Info: Unknown

Birthplace: Unknown

Car Type: Ice Cream Truck

Handling: Sluggish

Armor Rating:

Special Weapon Rating: ...

Speed Rating: •

Special Weapon: Ice Cream Missile

License Plate: Unknown

Opening Story

Not much is known about this character. He's been in previous tournaments and done well. It's unclear why he's entered again. One thing we know for sure is that his competitors had better watch out: Sweet Tooth is tough, powerful, and has a mission—one he'll stop at nothing to fulfill.

Special Weapon Strategies

Sweet Tooth has a great long-range Special Weapon. If he weren't a hidden character, he'd be a little too strong to choose as a normal car. In any case, his Ice Cream Missile is definitely a force to reckon with.

This attack is a good one for several reasons. First, it's a bouncing attack, hard to dodge, let alone predict where it's going. It has an excellent range, as well. You can fire it at someone at the other end of the level and still have a good chance to hit. And the Ice Cream Missile takes off about 20 percent of Life from an average opponent. Finally, you can fire more than one Ice Cream Missile at a time, so you can "combo" them on an opponent for heavy damage.

To use this Special Weapon most effectively, freeze your target, and then let him or her have it with as many Ice Cream Missiles as you can muster. If you hit him enough, odds are you can

kill him before he has a chance to get away and heal up. This helps a lot when there are several enemies on the battleground.

Due to this weapon's long range, you can find yourself a nice hiding place, and blast your Special Weapon from a distance. Just keep an eye on your surroundings. It can be nearly impossible to move around on or in a narrow passage when someone finally notices you.

General Strategies

You'd think that, as a hidden car, Sweet Tooth's stats would be similar to Minion's. This isn't the case, however. Sweet Tooth's speed and maneuverability rank right up there with Mr. Slam's—very poor. (His awesome Special Weapon makes him a far better character than Slam, however.)

With a character of this speed, normally your best bet would be to play hit-and-run or sniper. This isn't as necessary with Sweet Tooth, however. He has very good armor, and his Special Weapon gives him a real advantage over his opponents. Nevertheless, avoid heavily cluttered battles; it's too hard to maneuver in them. If you can catch up to a straggler or stray, odds are you can kill him or her off long before anyone else can get to you. Freeze Blasts strategically combined with a barrage of Ice Cream Missiles will kill just about anyone. Once they're dead, you can drive around and search for another unlucky foe.

Sniping from a distance works well for Sweet Tooth because of his Ice Cream Missile's extremely long range. It does a hefty amount of damage. And it's a homing weapon, so it's hard to dodge. You'd be surprised how much you can accomplish by simply sitting back and firing it into a crowd.

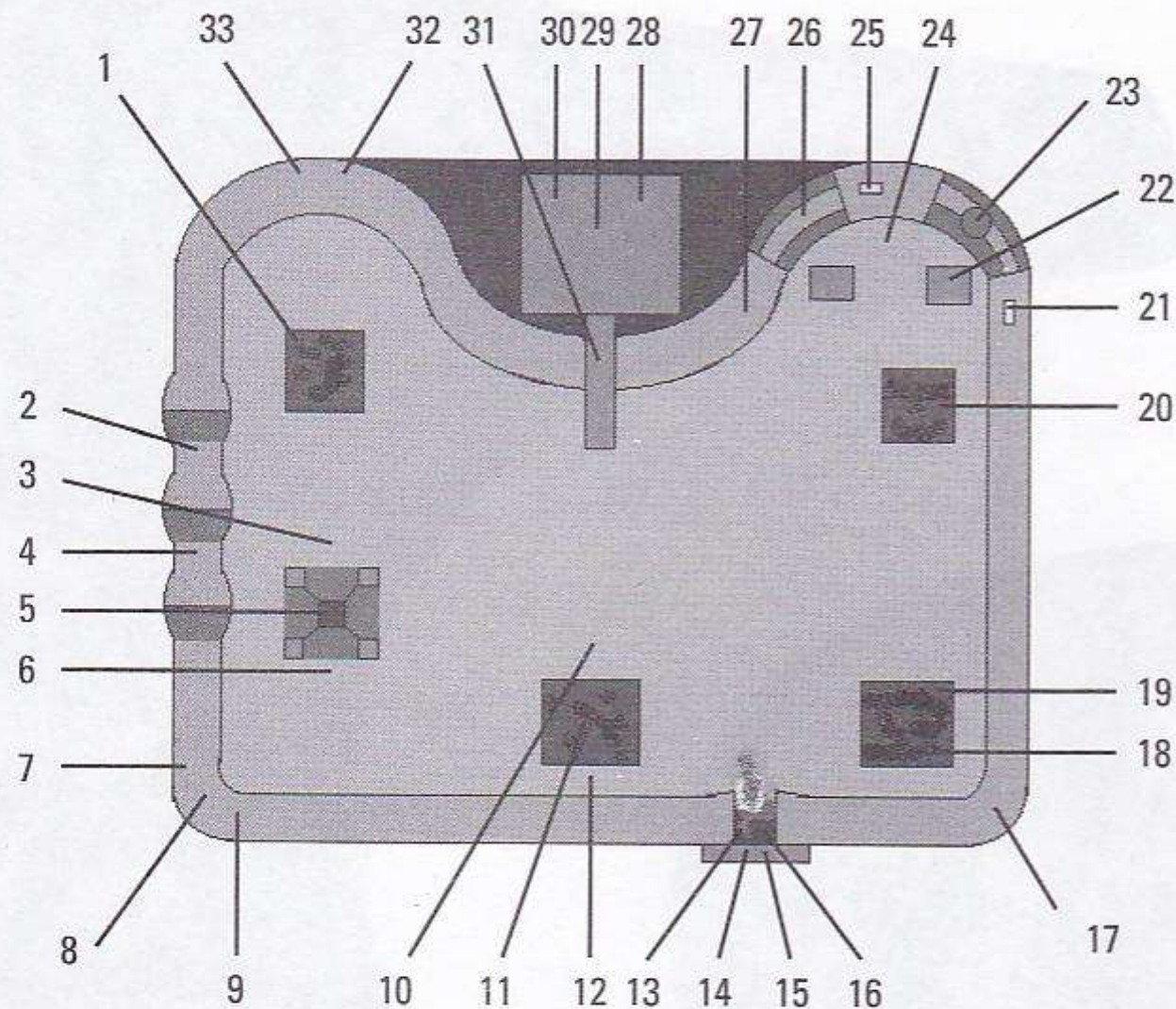
Remember to keep an eye on your radar for enemies trying to sneak up on you. If this happens, fire a rear Ice Cream Missile, and, while they attempt to dodge it, take off and hide.

Believe it or not, Sweet Tooth's size is a major consideration. He's hard to topple over, and extremely difficult for Mr. Slam or Hammerhead to pull their Special Weapon out on. Therefore, in any battle involving either of these characters, consider taking them out first; it will mean one less set of weapons firing at you.



L E V E L S

Los Angeles



Map Key

- | | |
|--|--|
| 1. Twisted Metal Box: Remote Bomb | 18. Fire Missile |
| 2. First Aid Kit | 19. First Aid Kit |
| 3. Homing Missile | 20. Homing Missile |
| 4. Homing Missile | 21. Ramp to jump to top of tunnel |
| 5. Hit any corner to receive one of four power-ups | 22. Blow up Hot Dog Stand to find Napalm |
| 6. Turbo | 23. Warp to Position 29 |
| 7. Homing Missile | 24. Fire Missile |
| 8. Turbo | 25. Ramp to jump to top of tunnel |
| 9. Napalm | 26. Napalm, inside tunnel |
| 10. Fire Missile | 27. First Aid Kit |
| 11. Twisted Metal Box: Homing Missile | 28. Lightning |
| 12. Fire Missile | 29. Warp from Position 23 |
| 13. Lightning | 30. First Aid Kit |
| 14. Ricochet Bomb | 31. Power Missile |
| 15. First Aid Kit | 32. Remote Bomb |
| 16. Napalm | 33. Turbo |
| 17. Turbo | |

Strategies

Welcome to the first map in the second Tournament of *Twisted Metal*. As you can see, this is a fairly straightforward course with no hidden areas to worry about.

The first thing you'll want to do is memorize the locations of the First Aid Kits. There are five on this map. As you battle your opponents, keep yourself near those Life power-ups: If you don't get to them before your opponent, you may be in for some hard times.

The First Aid Kits are easy to get to, but there are shortcuts to some of them. The main shortcut is to use the Warp Pad on top of the right-hand tunnel to warp to Position 29 on the map. Here you'll find not only a First Aid Kit, but a couple of other power-ups, as well. All the other Life power-ups are in plain sight, and you can reach them easily simply by cutting across the grass.

Pay attention to several areas as you drive around. The fire pit on the lower section of the map holds several useful power-ups and a First Aid Kit. This location isn't important just for its power-ups, though: It's also a good place to hide and wait for unsuspecting cars. The grassy area leads down into the pit, and serves as its entrance or exit. The pit's only drawback is that it's a *fire* pit, and you'll take minor damage while there. Use your Shield Advanced Attack to protect yourself while you lie in wait. Just keep an eye on your Advanced Attack Meter: When it's depleted, get out of the flames, or sit and roast.

Check out the two tunnels in the map's upper-right corner. In a one-on-one situation, you can get into some serious cat-and-mouse chases in and around them. Each tunnel has a rooftop level to drive on and a ramp to get you up there. (You can also use your High Jump Advanced Attack.) The aforementioned Warp Pad sits on one of the tunnels, but otherwise these tunnels are good for simply running around, hiding, or dodging attacks from enemies. Each tunnel has three entrances—one on each end, and one on the side. Use all three to your advantage, and try and loop back around on your opponent as he or she chases you.

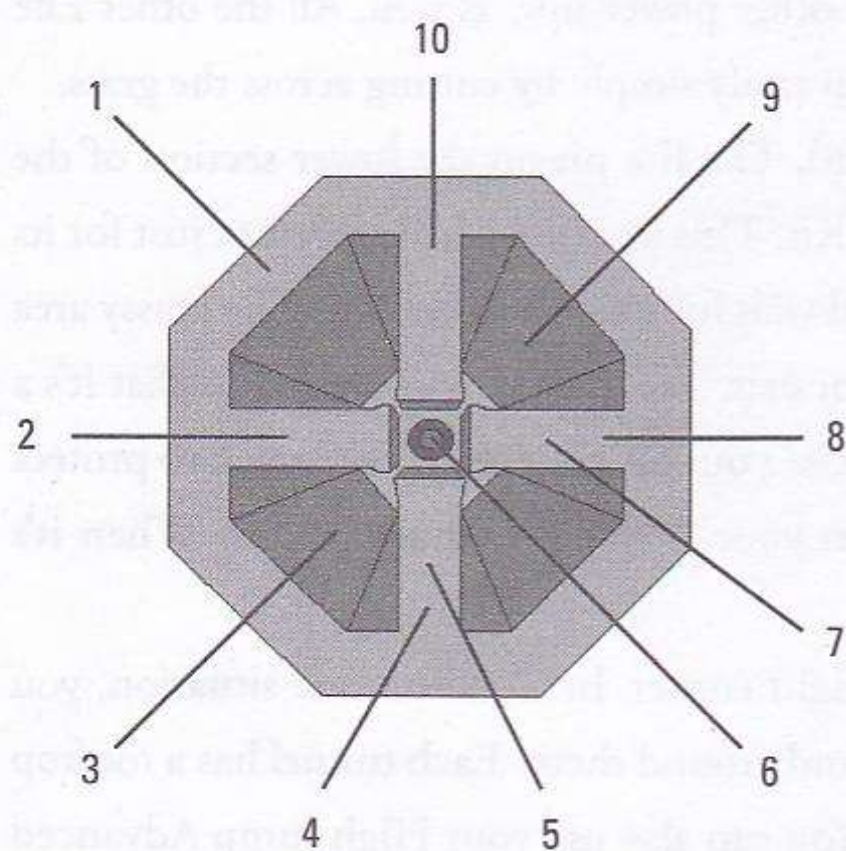
Set up remote bomb traps in the tunnels to catch your opponent off-guard.

Your battlefield also provides a multitude of burned-down structures and a generator on the grassy field. The structures contain at least one power-up each. You can even destroy the Hot Dog and Ice Cream stands for other power-ups. If a weapon runs out, stroll around the structures and see what you can find. These structures are also great places for hiding; the smoke still

billowing from many of them makes great cover for sniping. If the enemy finds you, simply turbo out and head for another structure. If you don't use it too often, it's a useful tactic.

Head over to the generator, if you haven't already. If you shoot any of the four corner generators, a power-up appears in the center of the structure. Each corner hides a power-up, so you can take what you need, and save the others for another time.

Moscow



Map Key

- | | |
|--|----------------------------|
| 1. First Aid Kit | 7. Lightning, under bridge |
| 2. Napalm, under bridge | 8. Napalm |
| 3. Ricochet Bomb | 9. Fire Missile |
| 4. Homing Missile | 10. Homing Missile |
| 5. Fire Missile, under bridge | |
| 6. Power-up generator (generates random power-ups on lower and upper levels; occasionally, it generates a First Aid Kit) | |

Strategies

Welcome to Round 2. Many consider this the level very tough. Why? Look at the size and shape of this arena: With no place to hide and nowhere to run, this is an all-out battle for the strongest. Keep a few things in mind, though, as you duke it out.

First, *keep moving*. If you sit still you're a sitting duck. Move around to avoid enemy fire. This doesn't mean keep circling the outer ring. Mix it up a little. Drive down into the crater now and then. If you must stop, first get as far from the other cars as you can. This way you may only have to fight one opponent before the others notice you.

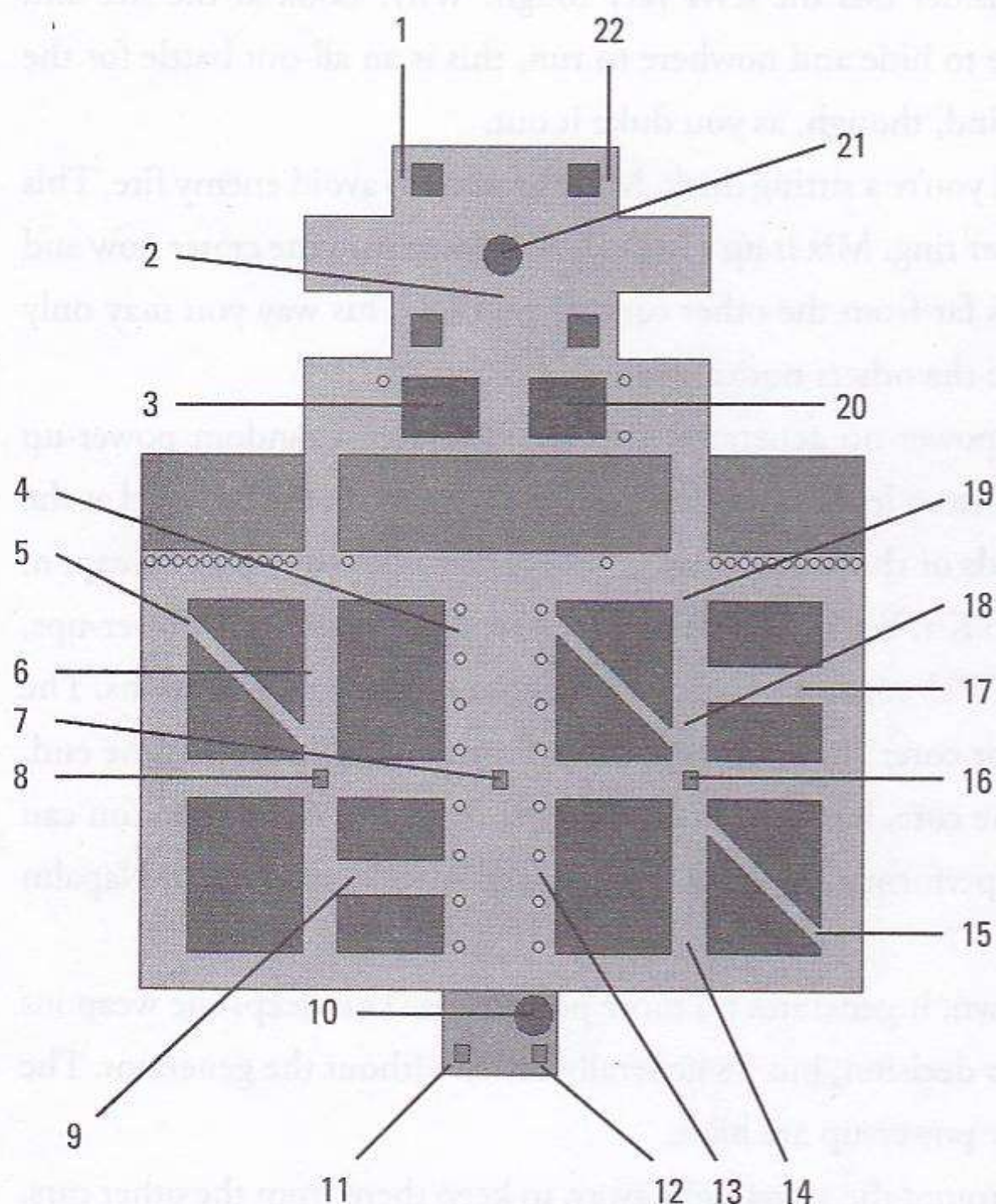
Second, remember the center power-up generator. Its core generates a random power-up every few seconds, either on the bottom level in the basin of the crater, or on the top level at the center section, hovering at the ends of the four ramps. These power-ups may be any weapon; there's even an occasional First Aid Kit. You're not the only one who can grab those power-ups, however, and you don't need the CPU-controlled cars getting hold of the strong weapons. The solution is to destroy the generator core: Drive up any of the four ramps and stop at the end. While you're angled up toward the core, launch a Napalm burst or two to destroy it. You can also drive to the end of the ramp, perform a High Jump Advanced Attack, and launch Napalm at the core from the air.

Once the generator's core is down, it generates no more power-ups. This keeps the weapons from the CPU—and you. It's your decision, but it's generally easier without the generator. The odds against you scoring a mighty power-up are high.

Nab the Life power-ups lying around the arena right away, to keep them from the other cars. This makes it an all-out battle of skill—one Life bar for everyone.

Check out the level's layout: It slopes down into a crater. This might seem insignificant, but a closer look proves otherwise. Because most attacks in this game fire straight ahead on the same plane, often they'll fall short or overshoot if you're on the slope. Use this to your advantage while racing around the track. If an enemy heads straight for you, launch a couple of attacks, and then drive down onto the slope to avoid his attacks. Move back up to the upper level and go back after him the same way. This also holds true for enemies in the basin of the crater. Watch out for homing weapons, Special Weapons, or Napalm, though. These attacks are still easy to avoid on the slope, but their chance to hit is greater than the other attacks.

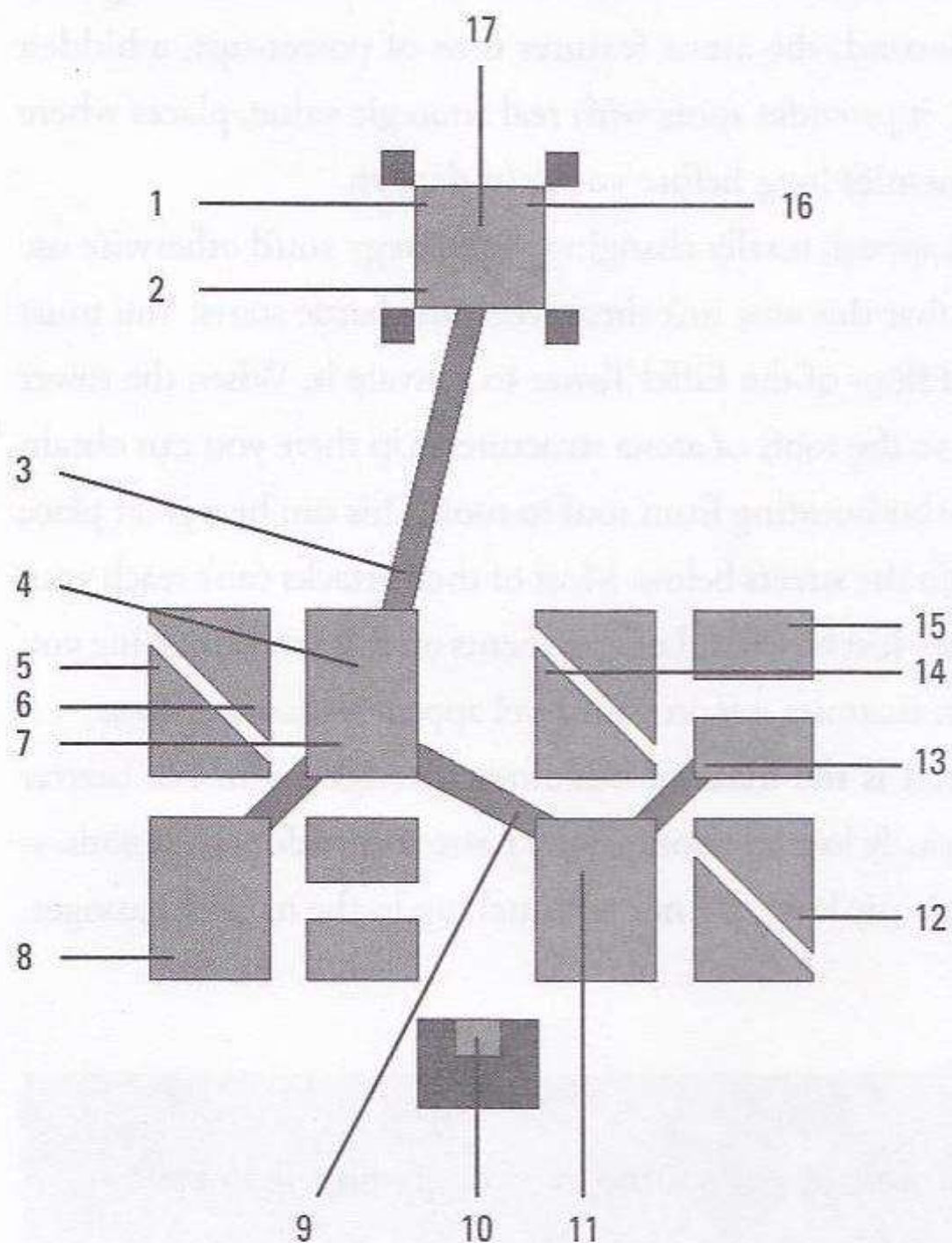
Paris (Map A)



Map A Key

- | | |
|--|--|
| 1. Fire Missile | 12. Ricochet Bomb |
| 2. Remote Bomb | 13. Ricochet Bomb |
| 3. First Aid Kit | 14. Fire Missile |
| 4. Fire Missile, blow up car | 15. Homing Missile |
| 5. Power Missile | 16. Power Missile, blow up statue |
| 6. Homing Missile, blow up car | 17. Napalm, blow up car |
| 7. Fire Missile, blow up statue | 18. Homing Missile, blow up car |
| 8. Remote Bomb, blow up statue | 19. Fire Missile |
| 9. Ricochet Bomb | 20. Napalm |
| 10. Warp to Paris Level B, Position 10 | 21. Warp to Paris Level B, Position 17 |
| 11. First Aid Kit | 22. Homing Missile |

Paris (Map B)



Map B Key

- | | |
|-------------------|--|
| 1. Homing Missile | 10. Warp from Paris Level A, Position 10 |
| 2. Turbo | 11. First Aid Kit |
| 3. Ricochet Bomb | 12. Homing Missile |
| 4. First Aid Kit | 13. Ricochet Bomb |
| 5. Homing Missile | 14. Homing Missile |
| 6. Napalm | 15. Power Missile |
| 7. Fire Missile | 16. Ricochet Bomb |
| 8. Power Missile | 17. Warp from Paris Level A, Position 21 |
| 9. Napalm | |

Strategies

Many players consider the tournament's third level the best in the game. First, it's a big map with two floors or levels to drive on. Second, the arena features tons of power-ups, a hidden area, and a couple of Warp Pads. Third, it provides spots with real strategic value, places where you can sit and pick off approaching enemies long before you're in danger.

The arena's second level enhances this appeal, totally changing the strategy you'd otherwise use for this map. The cool thing about it is that this area isn't there when the battle starts: You must detonate a Remote Bomb on the second floor of the Eiffel Tower to activate it. When the tower explodes, its pieces fall, forming bridges to the roofs of arena structures. Up there you can obtain a multitude of power-ups by carefully turbo-boosting from roof to roof. This can be a great place from which to pick off enemies driving on the streets below. Most of their attacks can't reach you, but your Napalm can certainly reach them! Just be careful of opponents on this level attacking you from behind. Keep an eye on your radar: Enemies *not* on your level appear as flashing dots.

Another geographical plus to this level is the maze of buildings throughout it. No matter how many other cars there are, you can easily lose someone in the narrow corridors and roads—great for hide-and-seek strategies. As with any level, try not to bunch up in the narrow passages, where it's extremely hard to maneuver.

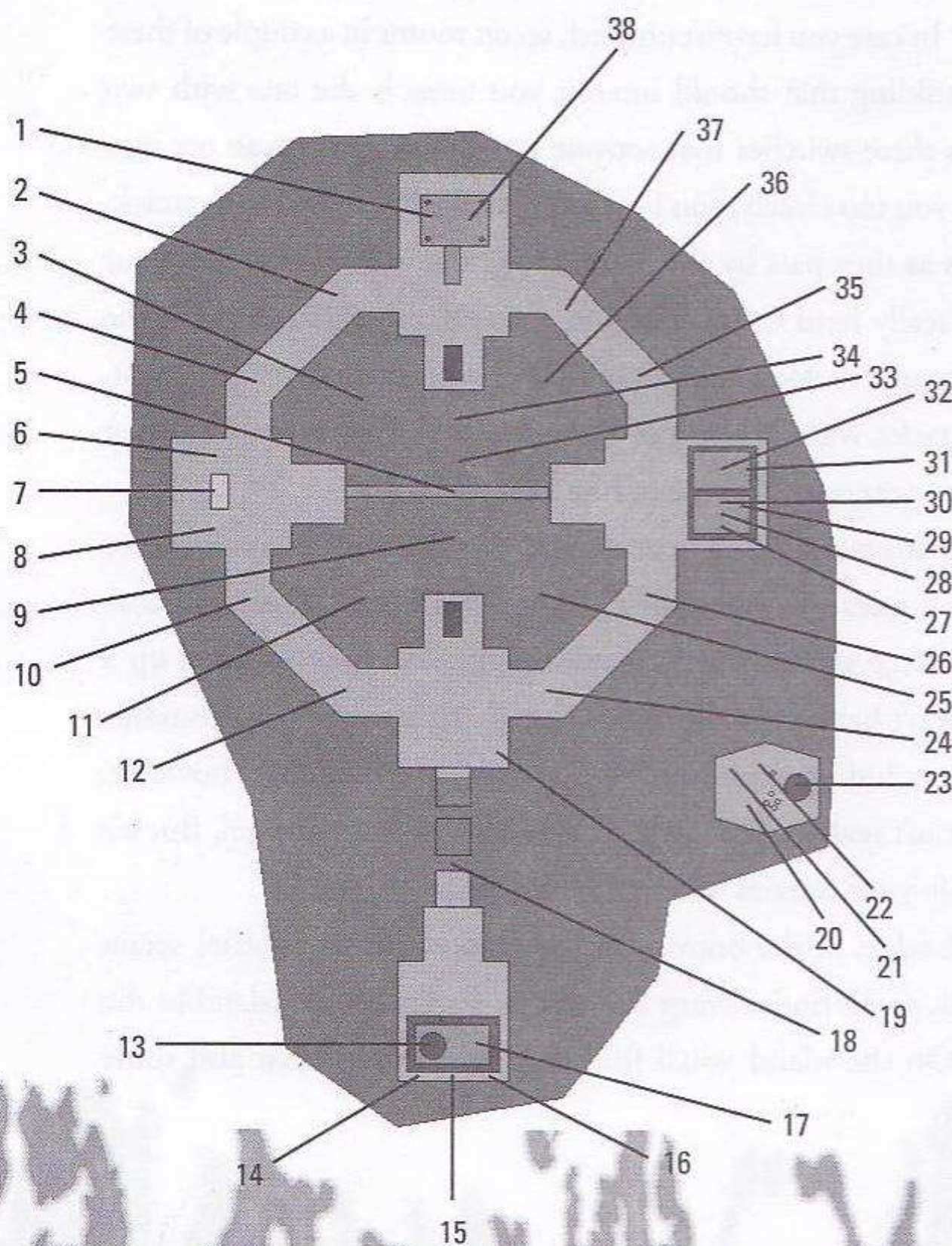
You aren't limited to the narrow streets of Paris: Drop in on opponents in the second level for surprise visits.

Look for hiding places that are very hard to find or to hit, such as the two rectangular dead ends on either side of the Eiffel Tower. You can sit and wait for enemies there with no fear of being attacked from behind. Keep an eye on your radar for approaching enemies; as they appear, blast them with a Freeze Blast; then unload a barrage of attacks to take them out, or at least damage them. Avoid launching weapons from this spot toward those on the opposite side of the Warp Pad. The Pad blocks attacks, so you'll waste precious ammo. If you must attack someone over there, use a High Jump Advanced Attack and fire from the air.

Another good hiding place is Position 10 on the Paris Level B map. This is one of the few spots in the game where you can sit unmoving and attack and damage enemies. Once you warp to this spot, back yourself into either rear corner at 45-degree angles to the walls. Now sit and wait. Before long, other cars figure out there's a Warp Pad in the building, and warp up to where

you are. As they appear, blast them with a Freeze Blast and let them have it, or simply launch a normal attack as they appear and drive back over the edge. Rarely will a car attack while up there. Most cars appear and drive back over the edge to the street, again and again. Knowing this can help you pass the level with minimal trouble.

Amazonia



Map Key

1. Homing Missile
2. Homing Missile
3. Fire Missile
4. Napalm

5. First Aid Kit
6. Fire Missile
7. Remote Bomb
8. Turbo

9. First Aid Kit, in underground tunnel beneath lava
10. Fire Missile
11. Homing Missile
12. Napalm
13. Warp to Position 23
14. Fire Missile
15. Remote Bomb
16. Ricochet Bomb
17. Napalm
18. Power Missile
19. Turbo
20. First Aid Kit
21. Homing Missile
22. Power Missile
23. Warp from Position 13
24. Ricochet Bomb
25. Ricochet Bomb
26. Homing Missile
27. First Aid Kit, shoot switch on wall
28. Homing Missile, on roof of building
29. Napalm, shoot switch on wall
30. Turbo, shoot switch on wall
31. Remote Bomb
32. Homing Missile, on roof of building
33. Ricochet Bomb, in underground tunnel beneath lava
34. Fire Missile, in underground tunnel beneath lava
35. Fire Missile
36. Remote Bomb
37. Homing Missile
38. Homing Missile

Strategies

Amazonia is another level a lot of people feel is rather difficult given its placement in the lineup. For starters, molten lava surrounds it. But it's not as bad as it sounds. Though you'll take minor damage in the process, you can drive in the lava. And although road embankments can make it hard to drive efficiently on the narrow paths, you can use even this to your advantage.

The one thing you must know about this level will allow you to beat it with ease: The buildings are indestructible. What good is that? In case you haven't noticed, secret rooms in a couple of these buildings lead to power-ups. The building that should interest you most is the one with two hidden rooms; one of them contains three switches that activate power-ups. If you can get into that room without anyone following you too closely, you become virtually invulnerable to attack. From there you can snipe opponents as they pass by the entrance, all the while recharging your Special Weapons. To make yourself really hard to hit, position yourself at a slight angle to the entrance, out of the line of sight of anyone looking straight in. If you position yourself just right, you'll see well enough to time your attacks, with little risk of being attacked. Obviously, if another car enters the room while you're there, you must dispose of him quickly.

Don't forget this level's multitude of power-ups: There are almost too many, certainly more than you'll use. Learn where the good ones are, especially the Life power-ups. When you start this level, destroy either of the two large statues on the banks of the lava pool to open up a tunnel to the other side. Now you don't have to go around the pool. This tunnel also contains good power-ups, and you can use it as a hiding place much like the secret room. Here, however, you must watch *two* sides, and you can't really attack unless someone enters the tunnel. But it's a great place to run and hide in while your Special Weapon recharges.

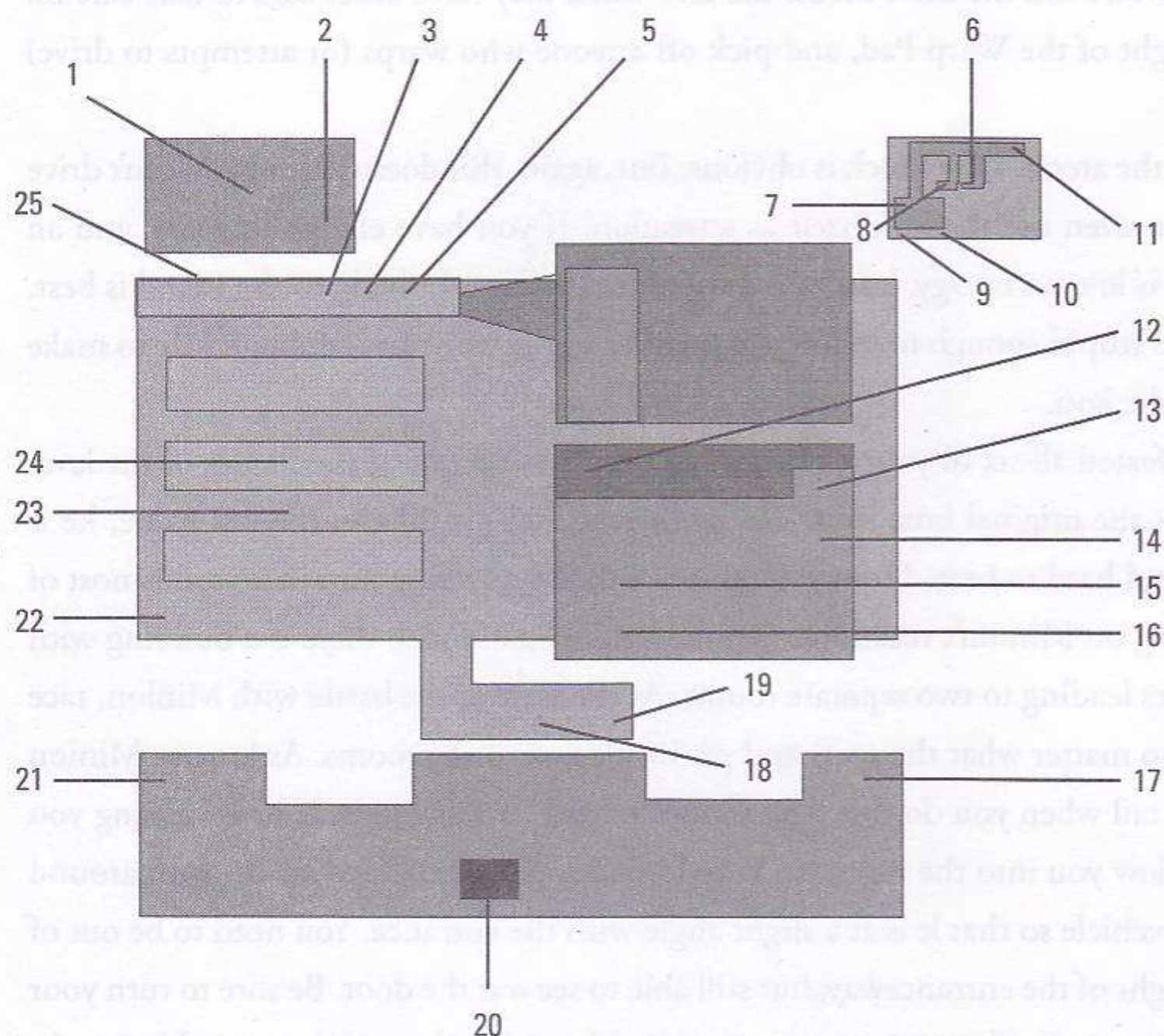
The building across the broken bridge, at the bottom of the map, contains another secret area. If you blow away the front wall, you'll find a Warp Pad that takes you to the island to the right of the building on the map. On the island you'll find another First Aid Kit and some

strong weapons, including a Power Missile. Although you can reach this location without using the Warp Pad, you must drive across the lava to do so. This makes it a good defensive position: Most contestants won't risk the drive across the lava when they have other cars to take care of. Just park to the right of the Warp Pad, and pick off anyone who warps (or attempts to drive) over to you.

Lava surrounds the arena. That much is obvious. But, again, this doesn't mean you can't drive on it. And you can even use the lava itself as a weapon. If you have energy to spare, and an enemy tailing you is low on energy, lead him or her into the lava. Driving to the island is best. If your opponent is stupid enough to follow, odds are he or she won't have enough Life to make it, and will die in the lava.

Once you've defeated all six of your enemies, Minion rises up out of the flames of the lava. Remember, he was the original boss from *Twisted Metal*, and just like in the last game, he is extremely strong and hard to beat. However, there is a trick to beating him that works most of the time, depending on Minion's reactions. On the map, you'll notice there is a building with two secret entrances leading to two separate rooms. At the start of the battle with Minion, race to that building (no matter what the cost) and get inside one of the rooms. As long as Minion isn't right on your tail when you do this, you should be safe in this room. If he is chasing you closely, he may follow you into the room, so keep him at a distance. Once inside, turn around and position your vehicle so that it is at a slight angle with the entrance. You need to be out of the direct line of sight of the entranceway, but still able to see out the door. Be sure to turn your vehicle so that some or all of your weapons are pointed outside the entranceway. Now wait. Soon, Minion will come along and attack, but don't worry, these buildings are indestructible. As he circles the building and passes the entrance, fire away! He will take damage from your fire, but for some reason, won't enter the room. Keep blasting away until he's finished. Obviously, this will take longer for some cars (especially the ones with short-range Special Weapons), but even if you use only machine guns, it will happen eventually. Good luck!

New York



Map Key

- | | |
|------------------------------|---|
| 1. Warp from Position 5 | 14. Homing Missile |
| 2. Homing Missile | 15. Ricochet Bomb |
| 3. Homing Missile on Floor 3 | 16. Warp from Position 19 |
| 4. Napalm on Floor 3 | 17. Fire Missile |
| 5. Warp to Position 1 | 18. Homing Missile |
| 6. Remote Bomb | 19. Warp to Position 16 |
| 7. First Aid Kit in pool | 20. Destroy to enter pool area |
| 8. Napalm | 21. Napalm |
| 9. Fire Missile | 22. Window |
| 10. First Aid Kit | 23. Power Missile |
| 11. Exit | 24. First Aid Kit on roof |
| 12. Napalm on Floor 1 | 25. First Aid Kit on Floor 1, Napalm on Floor 2 in elevator |
| 13. Fire Missile | |

Strategies

You've made it past Minion, so you should be able to go the rest of the way without a problem, right? *Wrong!* Just to make things a little harder, the game designers added bottomless pits to the advanced levels. One wrong turn can send you careening to your death.

The impact this element has on gameplay is extremely significant. Although you can drive from roof to roof at many places, you must study the map ahead of time to do so. If you *know* the map, hopping from roof to roof can provide an excellent means of escape. The CPU-controlled opponents are well aware of this tactic and don't hesitate to use it themselves, but the small, midair altitude loss means any weapons headed your way usually will miss. (CPU-controlled cars have a hard time hitting you if you keep changing altitude.)

Another strategy is to try and blast CPU-controlled cars off the roof edge. This works well for characters like Shadow: Fire his Special Weapon at any cars near the edge of a roof. Sometimes the blast will knock your opponent right over. Even if the blast only sends the enemy into the air, just follow up with some missiles as the car descends and you have a high probability of knocking it off. Just don't get too aggressive if there are a lot of opponents in the area. They can knock you off, too!

As always, learn where every Life power-up is. Fortunately, in New York most of them are hidden, so CPU-controlled cars don't get to them very often. The CPU almost never picks up the First Aid Kit at Position 25, so you can usually count on it being there. The First Aid Kit at Position 7 (destroy the block at Position 20 to fall into the pool) usually sits untouched, too, but the CPU picks it up once in awhile. Don't rely on it as much as the one at 25. Also, the First Aid Kit at Position 24 recharges often. If you're desperate, keep an eye on that spot and another First Aid Kit will appear.

This stage offers more to the strategic gamer. So many floors and buildings make it easy to be sneaky. If she's on the lower level of a parking structure and her opponent's above, Outlaw 2 can fire her Taser and hit. Spectre can blast someone right through the ceiling with his Ghost Missiles.

Another good New York strategy is to find an empty rooftop and wait there. A CPU-controlled car from another roof usually will go after you, attempting a roof-to-roof jump. While he's airborne, blast away with your most powerful weapon. Sometimes this stops the enemy dead and sends him or her plummeting. Or you can fire your Freeze Blast. If it hits (and it probably will), your opponent will land frozen before you, and you can let loose with all you've got. If you don't knock the car over the edge, you'll at least do a great deal of damage.

Take extra care exiting the pool area. You come out at Position 22, a window to the main floor, where there are usually a lot of CPU cars. It's also very easy to fall off either side here. If

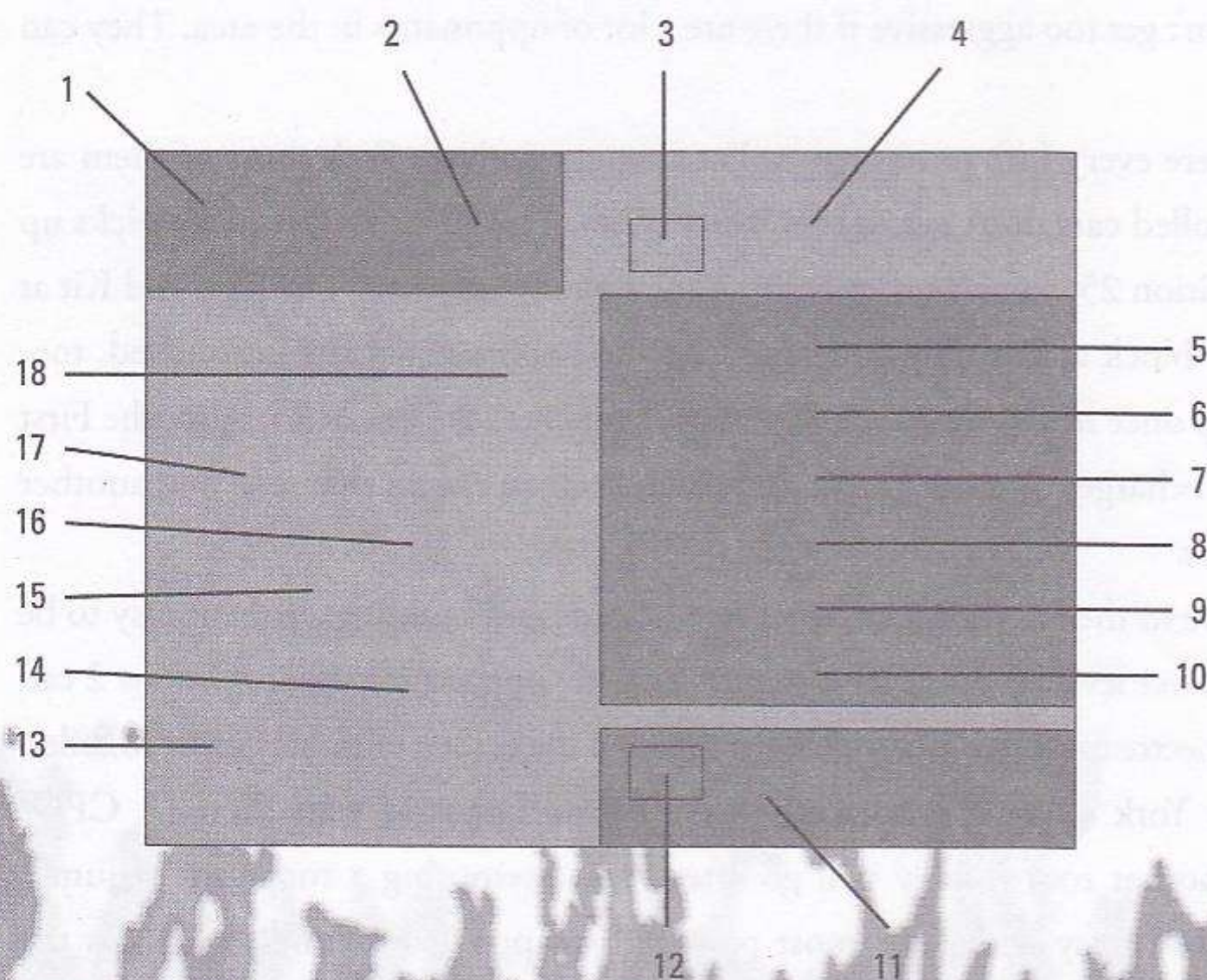
you find yourself in this position, head to a teleporter as fast as you can.

Although opportunities to knock CPU-controlled cars off buildings are rare, you must recognize them when they arise. This is too valuable a tool to overlook. Don't make it your main offensive tactic; just be ready to use it.

Take the time to learn the foregoing strategies. A lot of them apply to later levels, and it doesn't get any easier.

Did you notice the Statue of Liberty? Shoot a missile at it, and you'll light her torch.
A barrage of missiles destroys it, revealing a bikini-clad woman!

Holland



Map Key

- 1. Napalm
- 2. Fire Missile
- 3. Remote Bomb in windmill

- 4. Teleporter A
- 5. First Aid Kit
- 6. Napalm

- | | |
|-------------------------------|-------------------|
| 7. Power Missile | 13. Fire Missile |
| 8. Fire Missile | 14. First Aid Kit |
| 9. Ricochet Bomb | 15. Fire Missile |
| 10. Homing Missile | 16. Power Missile |
| 11. Teleporter B | 17. First Aid Kit |
| 12. Power Missile in windmill | 18. Ricochet Bomb |

Strategies

First things first: This level is flat-out the game's hardest. You face *nine* enemies in an open field with few power-ups. It's the most enemies you'll ever face at once, *and* there's no place to hide! In addition, the level provides only three First Aid Kits, and because it's an open field, they get picked up pretty quickly.

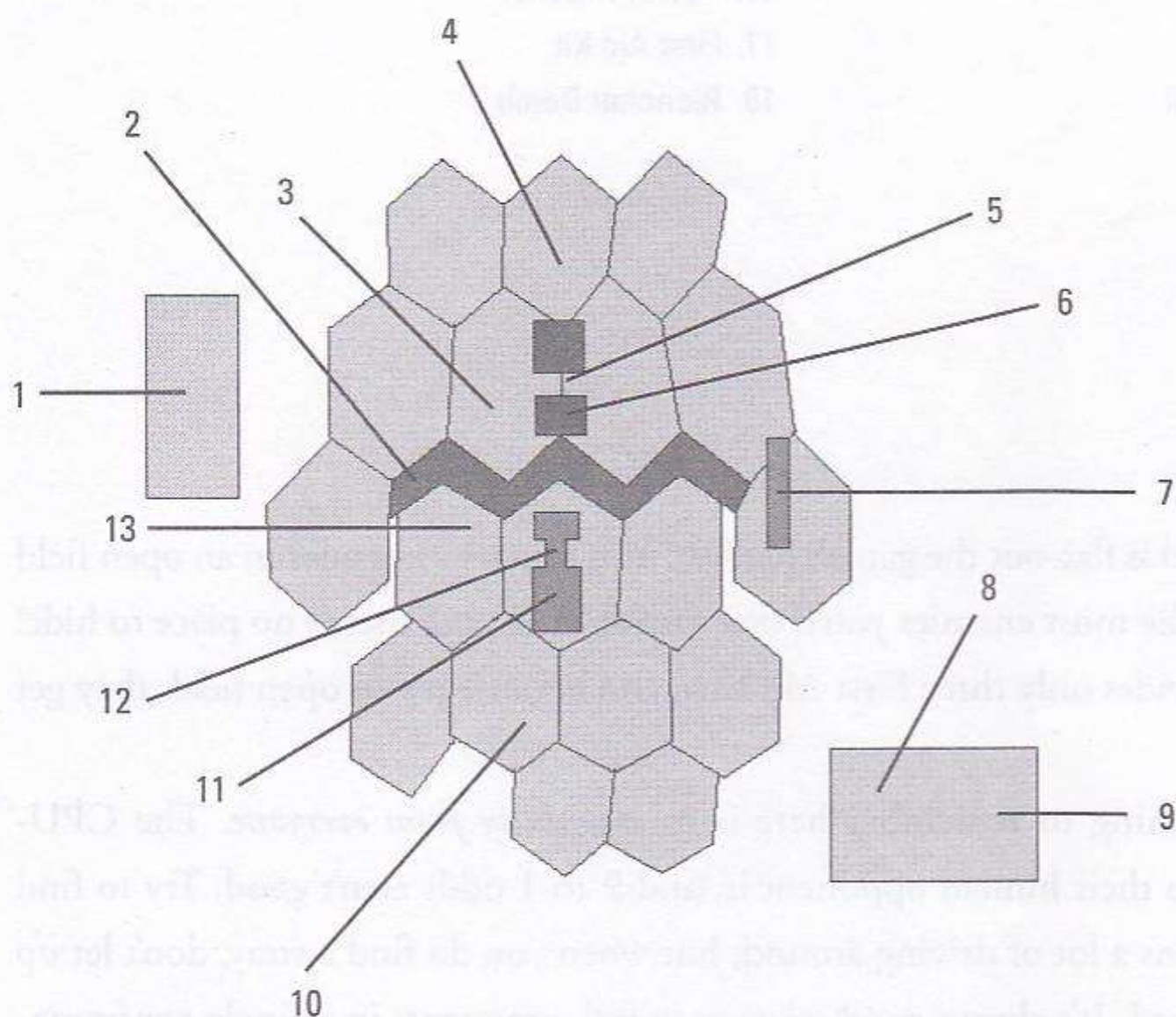
The most important thing to remember here is to *stay away from everyone*. The CPU-controlled cars know who their human opponent is, and 9-to-1 odds aren't good. Try to find someone alone. This means a lot of driving around, but when you do find a stray, don't let up until your opponent is dead. It's always good strategy to kill opponents in a single confrontation, but in Holland it's *essential*. It's better to face five healthy enemies than nine weak ones: Weapons will always inflict full damage, even when an opponent's near death.

Although Holland's a very difficult level, a few things help out. For example, you can use the windmills for cover (until they're destroyed). Just lie back and pick enemies off from a distance. Remember to keep a safe distance from the windmill itself, though, because it will explode eventually; if you're too close you'll take damage and your car will catch fire.

You can also use the two teleporters to your advantage. Position yourself so the teleporter lies between you and your opponents. This way you can pick them off and then just drive forward into the teleporter when you need to get away. Otherwise you must turn first to face the teleporter, increasing your chances of getting hit; if you get hit, you may never make it to the teleporter. Another good thing about the teleporters is that they're positioned near the windmills, providing temporary cover.

If you can't use any of these strategies, just turbo out to safety. The important thing is to stay away from the pack. Be patient and take them out one at time. And don't feel bad if you have to use some "Continues." You're fighting a nine-front war, after all!

Antarctica



Map Key

- | | |
|--|---|
| 1. Remote Bomb and Napalm | 7. First Aid Kit in arch |
| 2. In riverbed: First Aid Kit, Turbo, Ricochet Bomb, Fire Missile, Turbo, Ricochet Bomb, Fire Missile, Turbo, Ricochet Bomb, and Fire Missile. | 8. Ricochet Bomb |
| 3. Fire Missile | 9. Remote Bomb, Power Missile, and Homing Missile |
| 4. Homing Missile | 10. Fire Missile |
| 5. Turbo | 11. Ricochet Bomb, First Aid Kit, and Remote Bomb |
| 6. First Aid Kit, Napalm, and Power Missile on ledge | 12. Homing Missile under bridge |
| | 13. Homing Missile |

Strategies

Just when you think you finally have the knack of playing, you reach Antarctica—and its collapsing ledges. Not only can you die if you're on a ledge when it falls, but the collapse reduces the fighting area! This is worse than it sounds, because an abyss surrounds this stage. As the stage gets smaller, your chance of being knocked over the edge increases.

When the battle begins, run straight for the riverbed at Position 2. It holds way too many power-ups to ignore. (Remember to save the First Aid Kit for when you really need it.) You'll notice your vehicle is difficult to control there. The riverbed is slippery, for some reason, although the rest of the level isn't. Collect all the power-ups and then *avoid* the riverbed for the rest of the match. Not only is it slippery, but the CPU-controlled cars usually get clever and start firing Ricochet Bombs into it. If you get hit by a few of these you'll bounce all over the place, taking major damage. The riverbed is a very confined area, so just get your power-ups and get out!

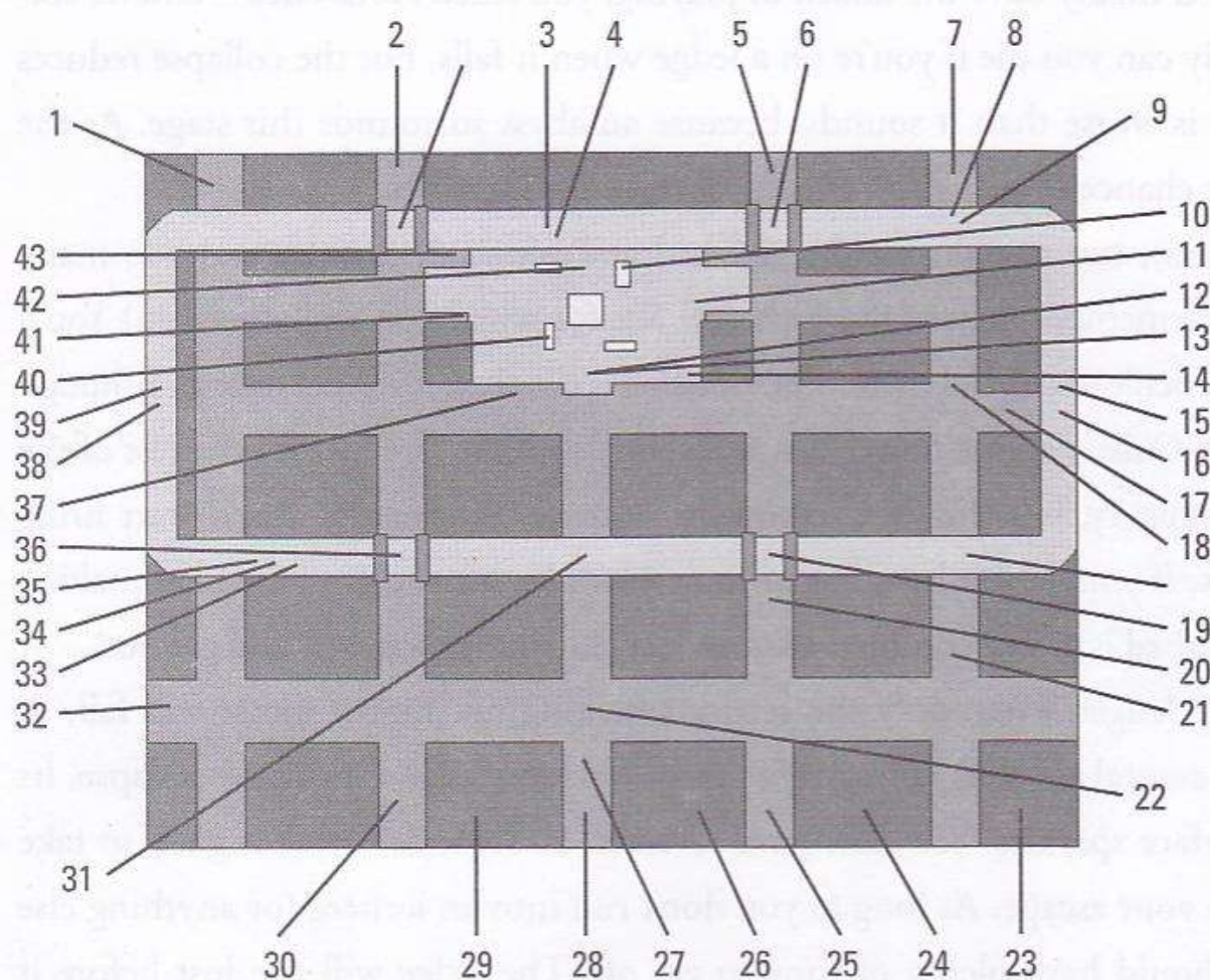
About the collapsing ledges: First, only the sections making up the perimeter will fall, so don't worry about any central sections falling right away. When a ledge is ready to collapse, its edges steam and its surface sparkles. You now have seven to 10 seconds before it goes, so take your time as you make your escape. As long as you don't run into an iceberg (or anything else for that matter) you should have plenty of time to get off. The ledge will rise just before it collapses, signaling your last chance to get off.

Try to kill everyone as quickly as possible. The ledges keep falling until only two sections remain—those supporting the bridge at Position 11. You don't want to fight in an area this small unless there's only one opponent left. If that happens, your best bet is to drive around and wait for him or her to fall off. (You'd be surprised how often this happens.) If you want to attack, that's fine, but if you get too aggressive, you risk falling off. Not good.

It's possible to lure CPU-controlled cars onto collapsing floors, although usually it doesn't work well until five or more sections have collapsed. To do this, drive around the perimeter until you find a collapsing section. Stay there until it begins to rise (last chance for escape), and then turbo off. It's surprising how often the CPU-controlled cars fall for this. Just remember to keep moving to avoid taking unnecessary damage.

First Aid Kits are rare in this level, so try not to get hit! To get the First Aid Kit on the ledge at Position 7, start in the riverbed and turbo up the west ramp through the arch. This can be difficult, and for some characters, like Warthog, it's impossible. Most First Aid Kits recharge slowly, as well, so try not to rely on them.

Hong Kong



Map Key

- | | |
|--|------------------------------------|
| 1. Fire Missile | 18. First Aid Kit |
| 2. Ricochet Bomb and Homing Missile under bridge | 19. Turbo under bridge |
| 3. Homing Missile | 20. Remote Bomb |
| 4. Ricochet Bomb | 21. Remote Bomb |
| 5. Fire Missile | 22. First Aid Kit |
| 6. Remote Bomb under bridge | 23. Power Missile |
| 7. Ricochet Bomb | 24. Homing Missile |
| 8. Turbo | 25. Napalm |
| 9. First Aid Kit | 26. Fire Missile |
| 10. Lightning | 27. Turbo |
| 11. Homing Missile | 28. Remote Missile |
| 12. Turbo | 29. Homing Missile |
| 13. Homing Missile on roof | 30. Homing Missile |
| 14. Ricochet Bomb | 31. Ricochet Bomb and Fire Missile |
| 15. Homing Missile | 32. First Aid Kit |
| 16. Ricochet Bomb | 33. Turbo |
| 17. First Aid Kit | 34. Power Missile |

- 35. Turbo
- 36. Fire Missile under bridge
- 37. Power Missile
- 38. Homing Missile
- 39. Ricochet Bomb
- 40. Lightning
- 41. Power Missile on roof
- 42. Fire Missile and First Aid Kit on roof
- 43. Turbo

Strategies

You made it! Congratulations. Given the experience you've gleaned from beating previous levels, you should have few problems in Hong Kong. This level provides plenty of cover, a multitude of escape routes, and a plethora of power-ups. And you face only eight enemies—a huge relief, after Holland.

When you begin the level, grab as many power-ups as you can and be quick about it. Use the map to locate the most beneficial power-ups. I recommend you grab every Turbo. You won't need them much against CPU-controlled cars, but you *will* against Dark Tooth. Take a moment to locate the First Aid Kits, as well. They're all over the place, and many are very near each other. It's easy to pick up two First Aid Kits in one area. Remember this.

Avoid the sewers. You'll find it nearly impossible to control your car there, let alone battle other cars. There are just too many ramps and obstacles for you to drive or aim carefully. Get out and stay in the streets. Fortunately, there are usually three or more CPU-controlled cars in the sewers at all times—cars you needn't worry about as long as you stay out of there.

Avoid the subway tunnel when you can, as well, although it has some merits. It holds a lot of power-ups—at the beginning of the match, speed through and grab them all if you want them—and it provides a good escape route. If someone won't get off your back or you need to recover from a particularly brutal battle, duck into a tunnel for temporary cover. Just don't stay long. If a CPU-controlled car is there, too, you're in trouble. Get the heck out. You can't fight in such a confined area. (Besides, a train passes through every 10 seconds or so!)

Sometimes CPU-controlled cars will wait at the nearest tunnel exit and fire in Ricochet Bombs. If one of these hits you, you'll bounce all over, and probably get hit by the train, as well.

Use the tunnels when you must, but don't hang around long. Do your business and get out.

A few things make Hong Kong much easier than some of the previous levels. First, it has no roofs or deadly falls to worry about. Second, there's a lot of cover: With all those buildings, you can easily blast someone and then turn the corner to safety. Third, this level offers a ton of power-ups. You can afford to use your weapons more liberally, and can count on picking up more First Aid Kits.

Vital to Hong Kong-related strategy is how well you know the level's layout. Study the map well. Because all the buildings look the same, it's easy to get lost. Three landmarks will help you navigate the level:

🔥 **The Temple.** It's in the center of the map, so if you know where the Temple is, you know where you are. It has three entrances, one on each side and one in front. The side entrances are next to subway tunnel entrances. With this in mind, you can quickly map out your next offensive or escape. If an opponent is chasing you, enter any Temple opening and exit any other. CPU opponents will rarely follow you in, and if they do, they seldom follow you out.

🔥 **Any subway tunnel entrance.** If you see a tunnel entrance, you know you're on one of two streets. This information is especially useful when you exit the tunnel and need to know where you are.

🔥 **The First Aid Kits.** It's easy to remember where the First Aid Kits are located. For example, the First Aid Kit at Position 32 can be very useful. If you're heading south down that street and see the First Aid Kit, you know you're approaching the map's southwest corner. If you turn left, the sewers will be on your right side. The First Aid Kit at Position 32 is especially useful, because CPU opponents rarely pick it up.

Another key to success is how well you use your cover. Again, good basic strategy will win the game. Follow the general character strategies I outlined in the previous chapter, and you should do fine. No unnecessary obstacles thwart you in Hong Kong.

After you destroy all eight enemies, you'll face Dark Tooth here. Be glad this confrontation takes place in Hong Kong and not New York! Dark Tooth is a huge van-type vehicle topped with a flaming head. He fires a more powerful version of Sweet Tooth's Ice Cream Missile, along with the unlimited Freeze Blasts and such you've come to expect from CPU opponents. His armor is *incredibly* strong, and his speed is maniacal—like Mr. Grimm on Turbos. Plus, he occasionally teleports elsewhere on the map.

If your first instinct is to dart into the tunnels, as you did with Minion, your second instinct should be to disregard your first. Dark Tooth may be too big to fit into the tunnel, but he's not too big to stand outside the entrance. And while he stands there, he'll fire an endless number of

Ricochet Bombs to flush you out. If one of those hits you, the others probably will, too, and you might as well consider yourself dead.

Avoid the tunnels like the plague!

The only way to defeat Dark Tooth is to whittle away at his energy one hit at a time. Even for characters like Mr. Grimm this takes awhile. Run away until you have enough weapons, and then try to set him up for the Freeze Blast. You'll know he's frozen when the head on the car's roof freezes. Give him all you've got, and then run away and repeat the process.

Keep as far from Dark Tooth as you can. He's fast, but if you're desperate you can escape a couple of ways. The sewers, for example. I know I told you to avoid them, but that was because it's impossible to lead a good offensive there. In the case of Dark Tooth, however, *he's* more likely to be on the offensive, and the sewers are a *good* thing. It will be very difficult for Dark Tooth to hit you as you turbo through the sewers, and you can put a lot of distance between you and him.

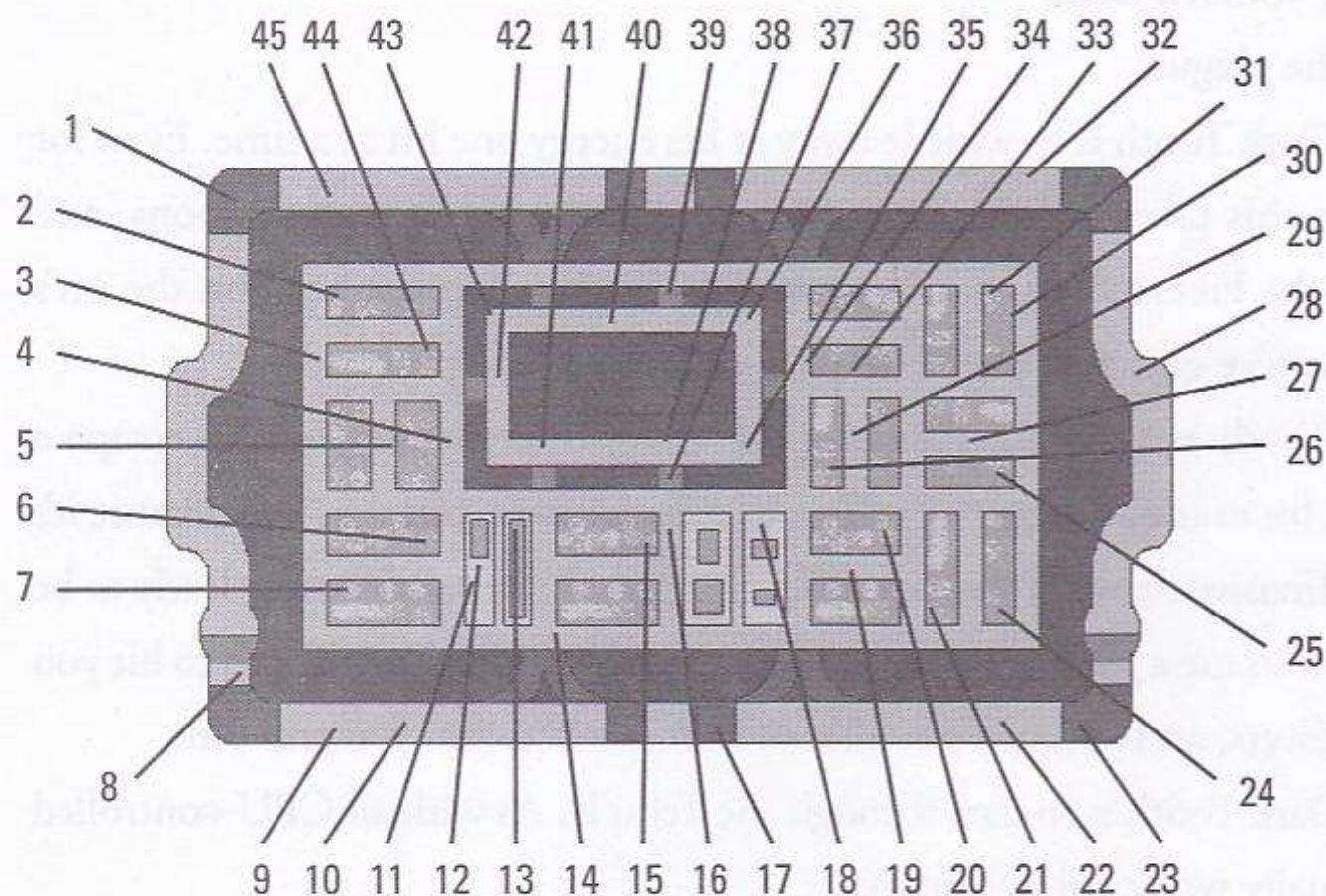
Another way to escape Dark Tooth is to dart through the Temple. As with all CPU-controlled opponents, Dark Tooth usually won't follow you in.

One other way to ditch Dark Tooth is to just stop. (This may be a bug.) It doesn't work every time, but often if you stop, Dark Tooth stops dead in his tracks, as well, until you move again. Use this opportunity to catch your breath and plan your next move.

Finally, if a building separates you from Dark Tooth, *don't run to either side*. He'll dash to the same side and cut you off. Your only escape is to run *away* from the building that separates you.

When you defeat the van, the flaming head detaches and you'll do battle for the last time. Dark Tooth fires his Ice Cream Missile as well as clones of his own head. In this fight, *do not* run. You must be very aggressive. Dark Tooth's head has lousy armor, but his weapons are ultrapowerful and extremely fast. Dark Tooth's head is even faster than Dark Tooth's van, so you can't outrun him. Chase him down and kill him as fast as you can. His armor is really lousy, so you should be able to kill him easily, as long as you're quick about it.

Cyurbia



Map Key

- | | |
|--------------------------------------|--------------------------------|
| 1. Napalm | 23. Fire Missile |
| 2. Homing Missile | 24. Fire Missile |
| 3. Power Missile, blow up car | 26. Homing Missile |
| 4. Remote Bomb | 27. Remote Bomb |
| 5. Homing Missile | 28. Power Missile |
| 6. Ricochet Bomb | 29. Turbo |
| 7. Fire Missile | 30. Fire Missile |
| 8. Turbo | 31. Homing Missile |
| 9. Ricochet Bomb | 32. Turbo |
| 10. Fire Missile | 33. Ricochet Bomb, blow up car |
| 11. Fire Missile | 34. Napalm |
| 12. First Aid Kit | 35. Turbo |
| 13. Napalm, between school buildings | 36. Fire Missile, on ledge |
| 14. Homing Missile | 37. Fire Missile |
| 15. Ricochet Bomb | 38. Homing Missile |
| 16. Homing Missile | 39. Napalm |
| 17. Napalm | 40. Homing Missile |
| 18. Ricochet Bomb | 41. Fire Missile |
| 19. Homing Missile, blow up car | 42. Power Missile |
| 20. Remote Bomb | 43. Napalm, on ledge |
| 21. Fire Missile, blow up car | 44. Fire Missile |
| 22. Turbo | 45. Ricochet Bomb |

Strategies

You may recall this level from the previous Twisted Metal Tournament. It's back, but this time as a hidden, two-player map. Others exist, but this is by far the largest, bigger than or as big as any level in the normal game. Useful strategies for this arena will be similar to the ones you used in Hong Kong, which also features many buildings and turns to lose your opponent in.

An important thing to remember on this map is the freeway surrounding the town. This freeway plays an extremely important role during combat: You can use it to go to the opposite end of the arena without being seen. The freeway has four entrances or exits, each splitting into a V-shaped tunnel. Although these V-shaped tunnels aren't that necessary, they provide a couple more turns and paths when you're trying to escape an enemy.

Once you've entered town, the real battle can begin. Tons of power-ups lie scattered about all the streets and buildings. You should have no trouble finding a weapon. It's only a question of settling for what's nearby versus heading for the more powerful stuff. The buildings themselves comprise a labyrinth of turns and avenues, making for easy escapes or sneak attacks nearly anywhere. Several buildings are cavernous, great for hiding in to snipe your opponent. If another car gets a little too close, you can slip out to the freeway and circle around to another section of the arena while your opponent searches the area where he last saw you. Then sneak up to him while he's preoccupied, and let him have it. It's a little hard to do this when your opponent shares the same screen, but it's fun to try.

If you tire of the freeway, or need a quicker escape route, duck into the canal in the center of the map. It has six entrances/exits and high walls. Use this water channel the same way you'd use the freeway—that is, to get to another section of the arena quickly without being seen. If an opponent follows you, just ditch out any exit (the upper two exits provide immediate access to the freeway).

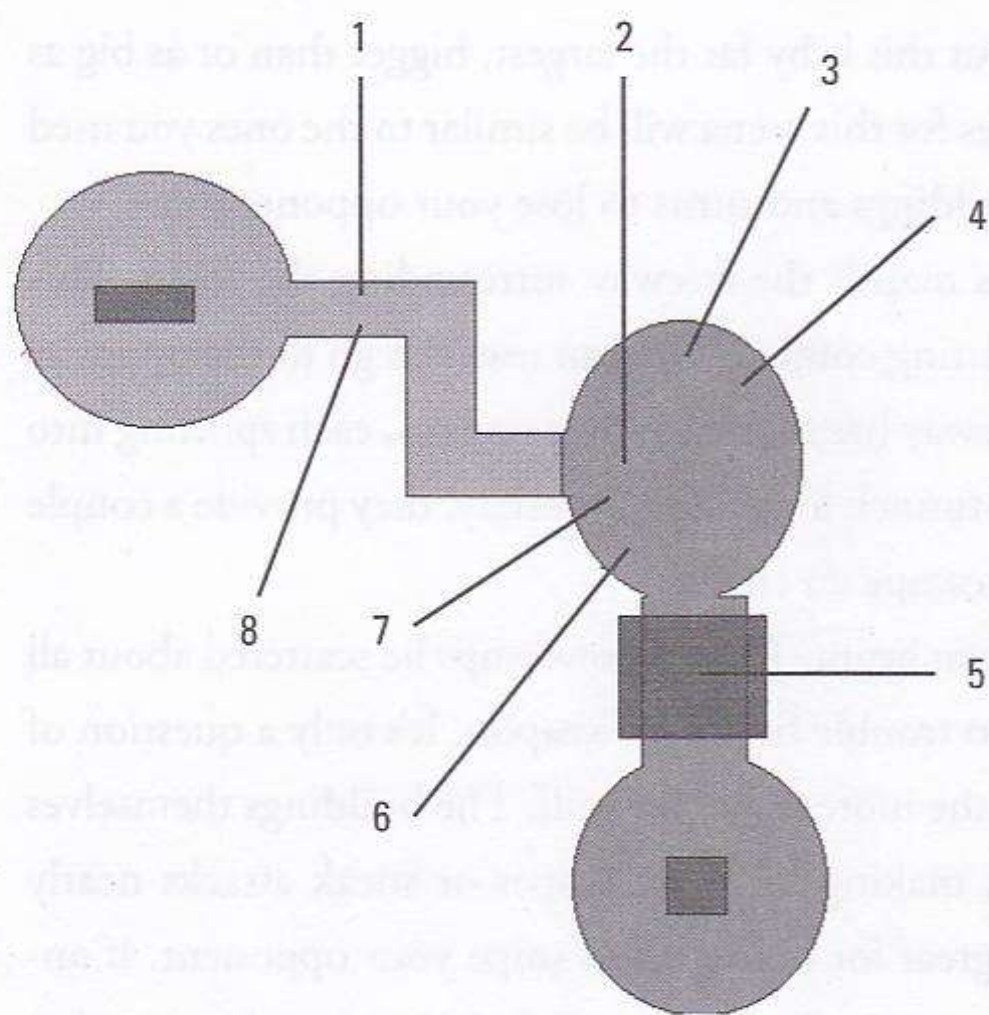
Or you can stay in town. Mix up your exit points and you can keep the opponent guessing forever and retain an element of surprise.

While you're in the water canal, note the locations of power-ups. You'll find some of the stronger ones on ledges in the channel corners. Drive toward them; then activate your High Jump Advanced Attack to get up on the ledge and collect the weapon.

The patches of shrubs on these ledges make them great hiding places, as well. Most cars drive on by. Just wait for the right time and let them have it from behind. Then tear out of there and head back into town.

Finally, take the time to learn where the First Aid Kits are. There aren't many, and you can bet there will be a race to the Life power-ups in the course of battle!

Suicide Swamp



Map Key

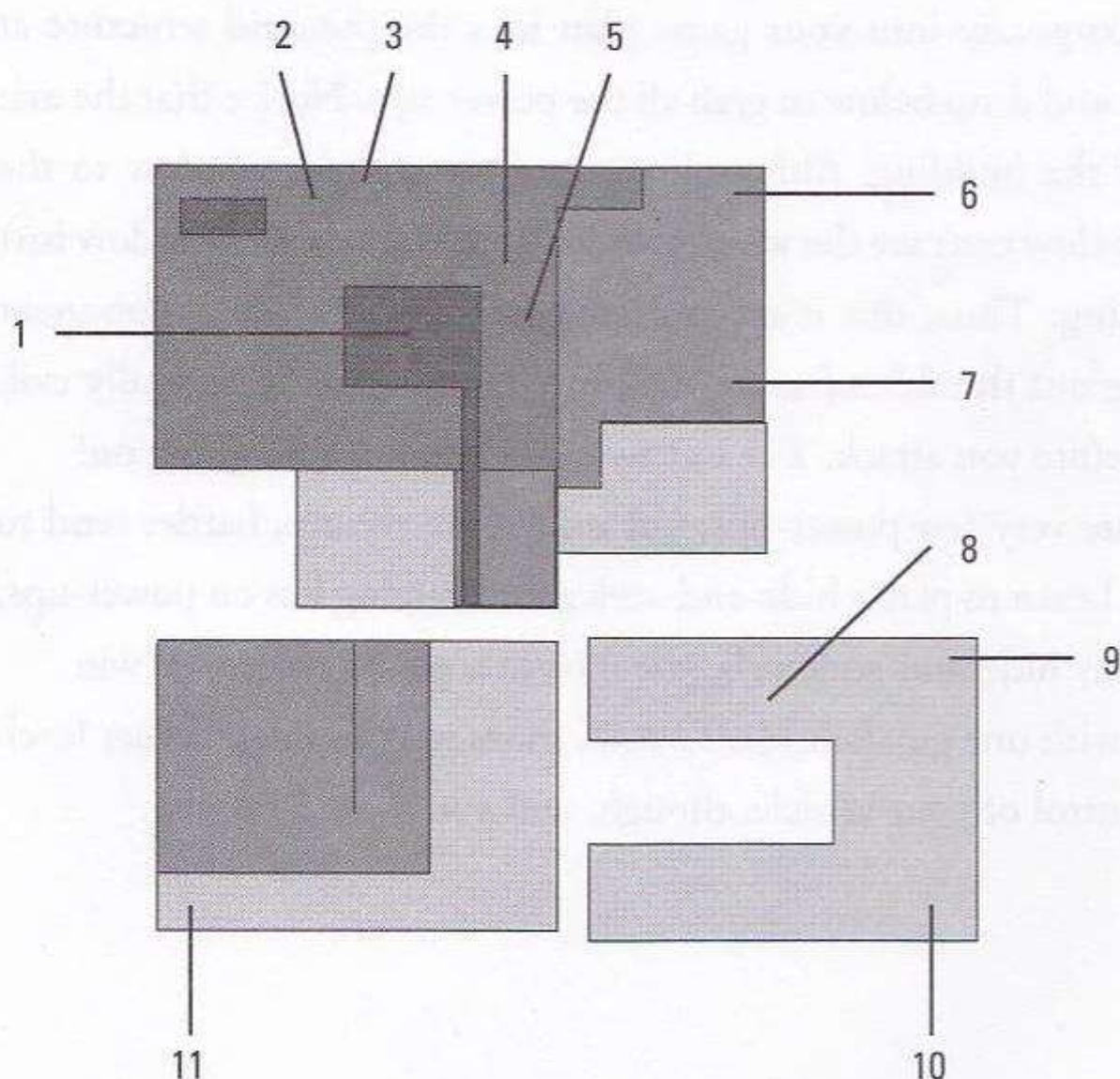
- | | |
|-------------------|------------------|
| 1. Homing Missile | 5. Power Missile |
| 2. Turbo | 6. Ricochet Bomb |
| 3. Ricochet Bomb | 7. Fire Missile |
| 4. Ricochet Bomb | 8. Ricochet Bomb |

Strategies

This is the game's smallest track. Some basic strategies do apply, but in general the winner will be the most aggressive player. This level offers very few power-ups and almost no hiding places. Seek the enemy and destroy him or her as fast as possible!

If you find yourself getting pounded, dart off to the track near Position 8. Its many "speed bumps" make it very difficult for your opponent to hit you. The end of this track sports a little "Indy 500" curve you can use to avoid attacks and turn around to plan your next strategy.

Rooftops



Map Key

- | | |
|--|--------------------|
| 1. Destroy Pyramid, drop down below for First Aid Kit, Power Missile | 6. Power Missile |
| 2. Turbo | 7. Power Missile |
| 3. Fire Missile | 8. Turbo |
| 4. Fire Missile | 9. Ricochet Bomb |
| 5. Ricochet Bomb | 10. Homing Missile |
| | 11. Homing Missile |

Strategies

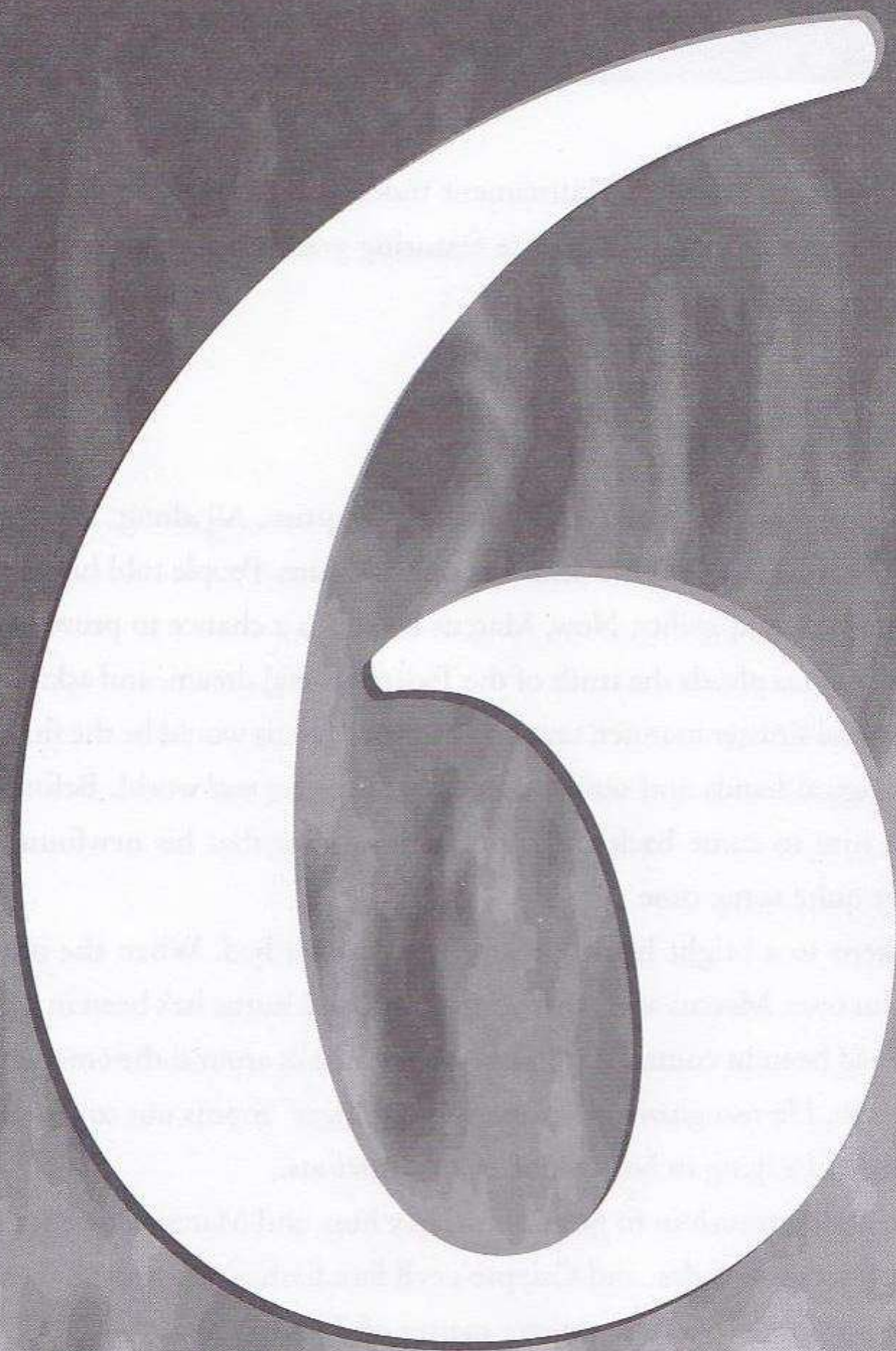
This track is almost as small as Suicide Swamp, but because there are so many different buildings and floors, you must adopt a totally different approach. As with New York, study the map beforehand to learn which buildings are adjacent. This way you can hop from roof to roof without having to stop and look.

Try hiding next to any ramp. Opponents won't see you as they travel down the ramp, and when they reach the bottom they'll have their backs to you. Let loose with all you've got!

Another good strategy to incorporate into your game plan uses the pyramid structure at Position 1: Destroy the pyramid and drop below to grab all the power-ups. Notice that the exit to this area is along the side of the building. Although you can see out the window to the building below, your opponent below can't see the window from there because the window isn't texture-mapped onto the building. Thus, this is an excellent ambush spot: Your opponent won't expect you to come flying out the side of some building! If you want to be really evil, perform your cloak move just before you attack. The enemy won't know what's going on!

As in Suicide Swamp, there are very few power-ups, but unlike the swamp, battles tend to become hide-and-seek matches. Learn to play a hide-and-seek game, relying less on power-ups. If you know the map and can play hide-and-seek well, you'll be in a good position to win.

Most battles in this level end with one guy falling off a roof, more so than in any other level. Learn the map and maintain control of your vehicle, though, and you should do fine.



R E S O L U T I O N

When you complete Tournament mode successfully, the game treats you to an ending animation sequence featuring your chosen character. Here's what you can expect to see.

Roadkill

Roadkill meets Calypso face to face and demands his prize. All along, he's insisted he wasn't crazy, and that the world of *Twisted Metal* was only a dream. People told him he was delusional and simply trying to avoid reality. Now, Marcus Kane has a chance to prove his story is true.

For his prize, Marcus pleads the truth of the Twisted Metal dream, and asks Calypso for help. Calypso, in his usual sinister manner, says he'd known Marcus would be the first to figure it out. He waves his magical hands and sends Marcus back to the *real* world. Before Marcus leaves, Calypso invites him to come back and visit, assuring him that his newfound friends would remain there for quite some time.

Marcus awakens to a bright light. He lies in a hospital bed. When the nurses and doctor come to look him over, Marcus asks what's happened, and learns he's been in a 25-car accident. All the victims had been in comas, until now. Marcus looks around the emergency room and a chill overtakes him. He recognizes everyone. The "camera" zooms out to reveal the remaining cast of *Twisted Metal 2* lying in hospital beds, unconscious.

Marcus's two children rush in to greet him. They hug, and Marcus promises that everything will be all right. The scene fades, and Calypso's evil face flashes across the screen: This may not be Marcus's last encounter with the sinister master of *Twisted Metal*.

Twister

Twister races to New York to meet Calypso and claim her prize. Though she says she is probably the fastest human, she longs for more speed. She pleads for her heart's desire—limitless speed, *the speed of light*. With a wave of his powerful hands, Calypso grants Twister her wish, and she hurls into the distance, accelerating rapidly.

When Twister finally hits light speed, time begins running backward: She passes back through her own childhood and across historical backdrops—the American Wild West, the age of sea-going pirates, and, finally, prehistory. Here Twister's worst nightmare comes true: She begins losing speed. She glances down and finds, to her horror, that she's out of gas.

The car putters to a stop in a wasteland from the age of dinosaurs. Twister gets out of the car and looks around, turning just in time to see the great foot of a tyrannosaurus descend as it crushes her.

Back in the present, archaeologists discover Twister's fossilized racing helmet among some dinosaur bones, a puzzle to the world of science. To Calypso, however, it's merely a reminder of a girl compelled to push beyond her limits, and who paid the price.

Axel

Having defeated all his enemies, Axel speeds to meet Calypso. His heart races at the prospect of his imminent freedom. He hopes dearly that all he's heard of this Calypso is true.

Axel goes before Calypso to ask for the one thing he wants most. Strangely, it isn't freedom from the machine. Instead, he asks for the strength to face the man who bound him there—his father. Calypso grants Axel's wish with a wave of his hand.

With this newfound inner strength, Axel returns home to his father's shack. He flings the doors open. His father stands before him, hunched at an anvil where he toils over a small piece of metal. Enraged, Axel's father screams at him: Why has he returned?

No hellos, no greetings. The man hasn't changed.

Axel calmly begs his father to release him from the machine. His plea goes unheard, as his father begins an onslaught of verbal abuse. Axel is slow and stupid, he shouts, he'll never learn, never change. He sentences Axel to another 10 years in the machine.

Finally Axel cuts loose: He has learned one thing, he bellows. Gathering his strength, he rips himself free of the machine's wheels, leaving his forearms and fists stuck inside.

"I am a free man," he shouts, "and you are no longer my father!"

Axel turns and disappears into the fields beyond the shack. His father stands in the doorway, dumbfounded.

No one hears from Axel after this encounter with his father, but it's certain we haven't seen the last of him.

Mr. Slam

Calypso flies his zeppelin over the busiest sections of New York, waiting for the winner to collect his prize.

The destruction ends and Simon Whittlebone, the victor, stands alone among the bodies. He immediately meets with Calypso. His one wish remains to build his tower, and he asks Calypso's help in completing the task. Calypso waves his magical arms and gives Simon the power to build whatever he wants. Simon hops in his Front Loader and begins.

Working alone, day and night, piece by piece, beam by beam, Simon won't quit until he's finished building his great tower. He makes astonishing progress, and soon the tower stands completed, miles taller than the tallest skyscraper—easily the tallest structure ever built.

Simon climbs to the top of his building and looks out on those who'd mocked his ideas. He sneers at the people below, and laughs aloud with pride. He's achieved his dream, and he's happy—for at least a while.

Soon, though, fear and anxiety set in: What if someone designs and builds a larger, more magnificent structure, one that overshadows Simon's? The thought is driving him insane. He climbs again to the top of his tower and looks out over the world.

"You are all ants to me!" he screams, hopping up and down and stomping his feet in rage.

He hops a little farther than he intends, however, and his last leap leaves him unbalanced at the roof's edge. With a yelp, Simon plummets to his doom, miles below. The impression his body makes in the pavement can be seen to this day, a reminder that anyone can win the tournament—even idiots like Simon.

Shadow

Mortimer races across the tops of New York's skyscrapers to meet with Calypso and claim his prize. It's been a long day's work, and once his mission is complete, he'll retire to the underworld until he's needed again.

When they meet, Calypso steps forward and tells Mortimer he can have anything he wants: Whatever he wishes for, Calypso will grant as his prize. Mortimer steps from his car and stares down on Calypso. He laughs a little as his car bursts into flames.

"I have not come here for a prize," he says. "Instead, I have something of a gift for you."

Calypso is astonished. Never has someone fought against all odds, facing death itself, and refused the prize at the end.

"A gift?" he asks. "What is it; let me see!"

Mortimer snickers and walks to the back of his hearse. He pulls a lever as Calypso steps to the rear door. The door bursts open, and thousands of souls emerge and envelope Calypso. It's a trap, and Calypso has fallen right into it.

These are the vengeful souls of those killed in Calypso's Twisted Metal tournaments—pedestrians, mimes, workers, anyone who happened to be in the wrong place at the wrong time—and they want him dead. They'd called on Mortimer to get the revenge they desired. The souls engulf Calypso and carry him into the night sky.

Rumors exist of them dropping Calypso into the flames of burning cities. Some say they still carry him into the night. Only Calypso knows for sure: As he's hoisted away, Calypso grabs the wing of a jet plane, and breaks free of the souls' grasp. We'll hear more from Twisted Metal's sinister master.

Hammerhead

Mike and Stu race across New York's rooftops toward Calypso. Loud music blasts from their vehicle, and they hoot and holler over their victory. Unsure what they want, they salivate over the possibilities.

They arrive at their meeting place, having killed every pedestrian they could along the way. They step out of the truck.

"What can I do for you?" Calypso asks, emerging from the smoke and shadows. The two look at each other, and turn back. Stu begins to ask for something, but Mike interrupts him: Don't ask, he says. *Demand*. After all, they've earned it.

Stu begins again, this time *demanding* that Calypso give the two of them the ability to fly. Calypso gladly grants their wish, and with a wave of his hands, it's done. He tells Mike and Stu to have a nice flight. At that, the boys turn and sprint to the edge of the roof, where they leap up into the air and off the skyscraper. Happy at first, they soon realize they're falling fast.

They splatter onto the street below.

Up top, Calypso snickers and holds up two round-trip airline tickets.

"At least these tickets are refundable," he laughs. Down on the street, a crowd gathers, looking on in amazement and horror. Why would these two kids jump to their death, when they'd just won the tournament? They got their prize, didn't they?

Outlaw 2

Captain Jamie Roberts grits her teeth and confronts Calypso, fists clenched. You can see the desire for vengeance in her eyes, and can't help but wonder what lies in store for Calypso. Jamie's brother won the Twisted Metal contest last year, but Calypso had deliberately misinterpreted his wish and sent him spiraling into space forever.

Jamie says she's here to save her brother, and demands to see him. Calypso has no problem with this. But when Jamie sees Calypso's wicked grin she knows she's made a mistake.

"No, *wait!*" she exclaims. "That's not what I meant!"

But it's too late. She turns to run, a shocked look on her face, but with a wave of his magic hands Calypso sends her spiraling into space, as well.

We cut to outer space. Jamie and her brother call out to each other. From opposite sides of the screen two cars float out, each with a driver. Arms outstretched, the siblings grab onto each other.

"He got you too, huh?" Jamie's brother asks. They console each other briefly, but Jamie has a trick up her sleeve: She hadn't trusted Calypso, and secretly equipped her car with rocket boosters. The two head for Earth, discussing their plans for Calypso.

Warthog

The tired and shriveled 105-year-old man steps out of his vehicle and confronts Calypso. He's so feeble he can hardly stand, and his expression tells us he's had a long night. But he's waited 50 years for this opportunity, and nothing can stop him now. Surely all it will take to make him happy again is his youth! A youthful body coupled with a century's wisdom would make life sweet.

Captain Roberts crawls to Calypso, pleading, "Give me the body of a 20-year-old!"

And Calypso, being the jerk he is, changes Roberts' *body* to a youthful one and leaves his head unchanged.

Captain Roberts is a hulking youth with an old, shriveled head. He stands in shock, able only to hold his head in his youthful hands. Laughing, Calypso tells him to enter the tournament again next year and try for a youthful *head*.

Mr. Grimm

Mr. Grimm pulls up on his motorcycle and dismounts. He explains to Calypso that he has a weakness—a very large weakness. Unlike mortal beings, Grimm's lifeblood is the living souls of the dead. Without these souls, Mr. Grimm will get weaker and weaker, until he is no more. He knows only one "cure"—to accelerate the process of humanity's end. He's heard of Armageddon, and knows that when that time comes his appetite will surely be satisfied: And that time is *now*.

This sounds like a good idea to Calypso. He turns the entire earth into one great Twisted Metal tournament. People fight, cars crash, and guns blaze. As the bodies pile up, Mr. Grimm's strength grows.

Eventually mankind destroys itself. There's no one left to die. As we leave Mr. Grimm, he's pleading for more souls. Watch carefully and you'll see the slime of the devoured drooling from his mouth. With no souls left to feed on, Mr. Grimm will starve—unless there's another Twisted Metal Tournament!

Grasshopper

Krista steps out of her car and turns to Calypso.

"Daddy?" she asks.

Calypso is shocked to see his daughter alive. They'd been in a car accident that had almost killed them both. Calypso gazes deeper and deeper. The "camera" zooms in, and we discover she's really a machine. One of her components bears the label "Property of the L.A. Police Department."

Krista explains that the police have rebuilt her, armed her with a time bomb, and sent her to kill her father and end his Twisted Metal tournaments.

With tears in her eyes, she pleads with her father to hold her as the bomb explodes.

"Even though I'm just a machine now, I'm still afraid it's going to hurt!" she says.

They embrace, and the bomb goes off. Could this be the end of the Twisted Metal tournaments—*forever*? Or will someone else take over?

Anyone who's beaten the game in the past will recall that at the game's end Calypso thanks them for playing *Twisted Metal*. This time, however, the LAPD thanks you.

Thumper

Bruce steps boldly from his car and Calypso comes forward to meet him.

Bruce dreamed all his life of leaving the ghetto, but he'd never succeeded. As he became more and more a part of life there, his influence grew until he himself *ruled* the ghetto.

But the ghetto always let him down.

When he'd heard about the second Twisted Metal Tournament, Bruce had jumped at the opportunity to make his dream come true. Now that he's won he can finally ask for freedom from ghetto life. But why stop there? If he can have *anything*, why not ask for the world? Bruce tells Calypso his desire is to rule the world, and Calypso grants him his wish—but, of course, he has a trick up his sleeve....

Bruce's rule is short-lived: Calypso turns the world into a vast Twisted Metal tournament. As bodies pile up and the city crumbles, Bruce's kingdom diminishes. Eventually the Twisted Metal tournament destroys the entire world.

In the last scene, Bruce sits on his throne atop a pile of bodies, barking orders to a lifeless throng.

What will become of Calypso? With no humans left on the planet, how can he hold another Twisted Metal tournament?

Spectre

As the sequence begins, Ken smiles oddly at Calypso. Ken was always dissatisfied with his reputation. He's always wanted to be in the spotlight. If only everyone knew his face, his problems would be solved: He'd never have to wonder whether people liked him or whether he could trust them. If everyone knew him, they'd all want to be like him. And if everyone wanted to be like him, he must be a great guy!

Ken's insecurity will best him: Calypso will see to it.

Ken Masters tells Calypso he's an actor and he wishes for fame. He wants the entire world to know his face. Calypso grabs Ken's face and starts pulling. It stretches and stretches.

Now we view the sky from a city street. There's Ken's face, stretched across the heavens. It must be a dream, Ken thinks, but he looks around and finds he's floating in space. Calypso remarks sarcastically that he really likes Ken's face, and he doesn't regret having done this.

Calypso thanks you for playing *Twisted Metal*.

Minion

The tournament's most feared contestant, Minion was the boss in the first *Twisted Metal*. He was once the most powerful being in the universe, but something quieted him very quickly not too long ago. Rumors said he'd been banished to hell and was never coming back, but no one knew for sure. (Surely there's no escape from hell!)

So when the second Twisted Metal Tournament began, the return of this awesome being had shocked the masses: Why was he here? And who could be crazy enough to ask?

His victory surprises no one. Minion had the tournament's most powerful vehicle, and he was its most feared competitor. Calypso looks terrified, for it was he who, 11 years ago, had

robbed Minion of his powers and left him helpless in hell. Calypso pleads as Minion approaches, offering a compromise—but it's far too late.

A hole opens in the roof of a nearby building, and we glimpse the burning depths of hell. Minion grabs Calypso and tosses him in, and Calypso disintegrates in the flames. The opening seals back.

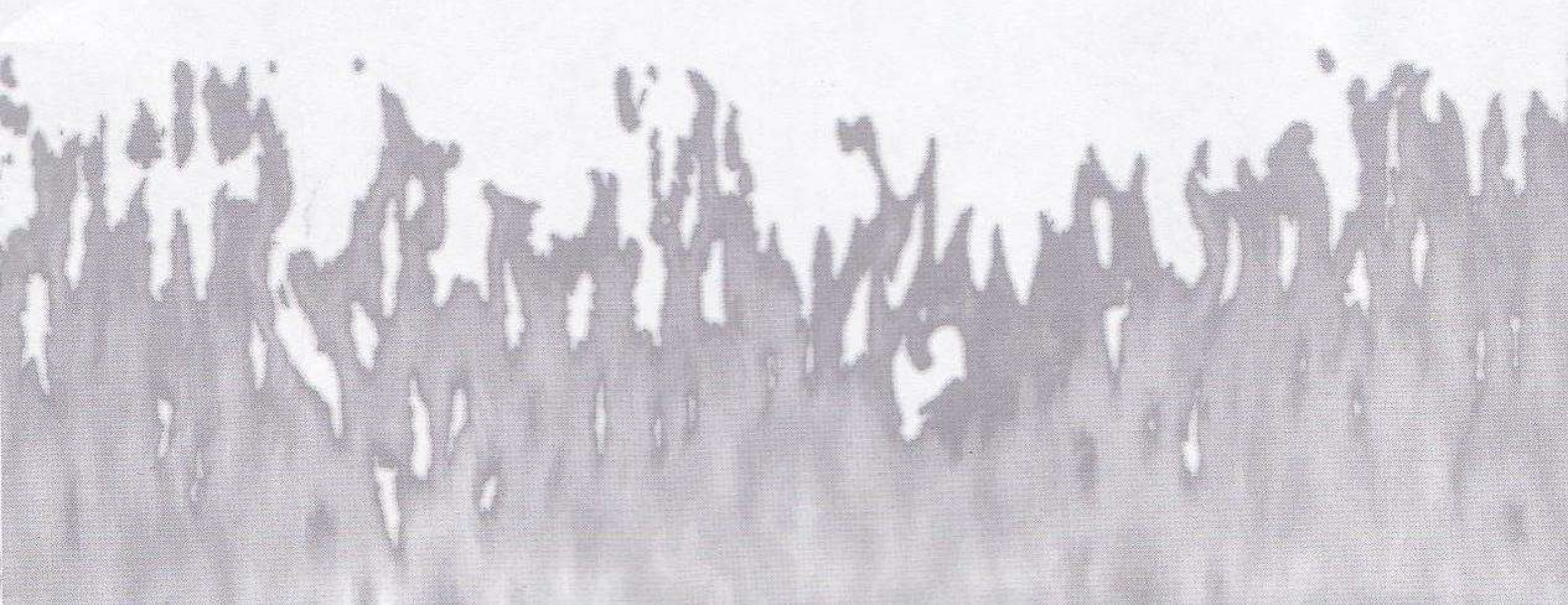
Will Minion take over? Will Calypso return for revenge? Only a sequel can answer these questions.

Sweet Tooth

Sweet Tooth finally overcomes his enemies—including, ultimately, his father. As the tournament regulations state, the winner gets an audience with the tournament founder. Sweet Tooth heads to New York to meet Calypso and claim his prize. When he arrives, Calypso asks what he wants. He can have anything as his reward for winning the contest.

Sweet Tooth ponders his choices. *Anything?* After some thought, he realizes he's wanted only one thing all his life—to live out his days as a little bug in a garden, free of responsibility, of care, of hardship—of violence and mayhem. He could live as he likes, and neither his father nor anyone else could tell him what to do.

With a wave of Calypso's mighty arm, the life Sweet Tooth once knew is gone. He finds himself in a pretty garden surrounded by a variety of other insects. The neighboring bugs don't like him much (he kills any who come too close), but he's as happy as he can be—happier, in fact, than he has ever been. At times, though, he still craves human life, or at least flesh. And he knows someday he'll rise from the peaceful garden and assume his role in the human world once more.





S E C R E T C O D E S

One of *Twisted Metal 2*'s choicest aspects is its secret elements. Here's how to find them:

Secret Characters

Two of the game's most powerful characters aren't readily available when you power up your system. To find the hidden characters, go to the Car Selection screen and enter the following codes:

Minion: Press L1, ↑, ↓, ←.

Sweet Tooth: Press ↑, L1, △, →.

An "explosion" sound effect confirms a correct entry. Simply scroll right or left to use these cars.

Secret Levels

In a two-player game, select Challenge Match, go to the Battleground Selection screen, and enter the following codes:

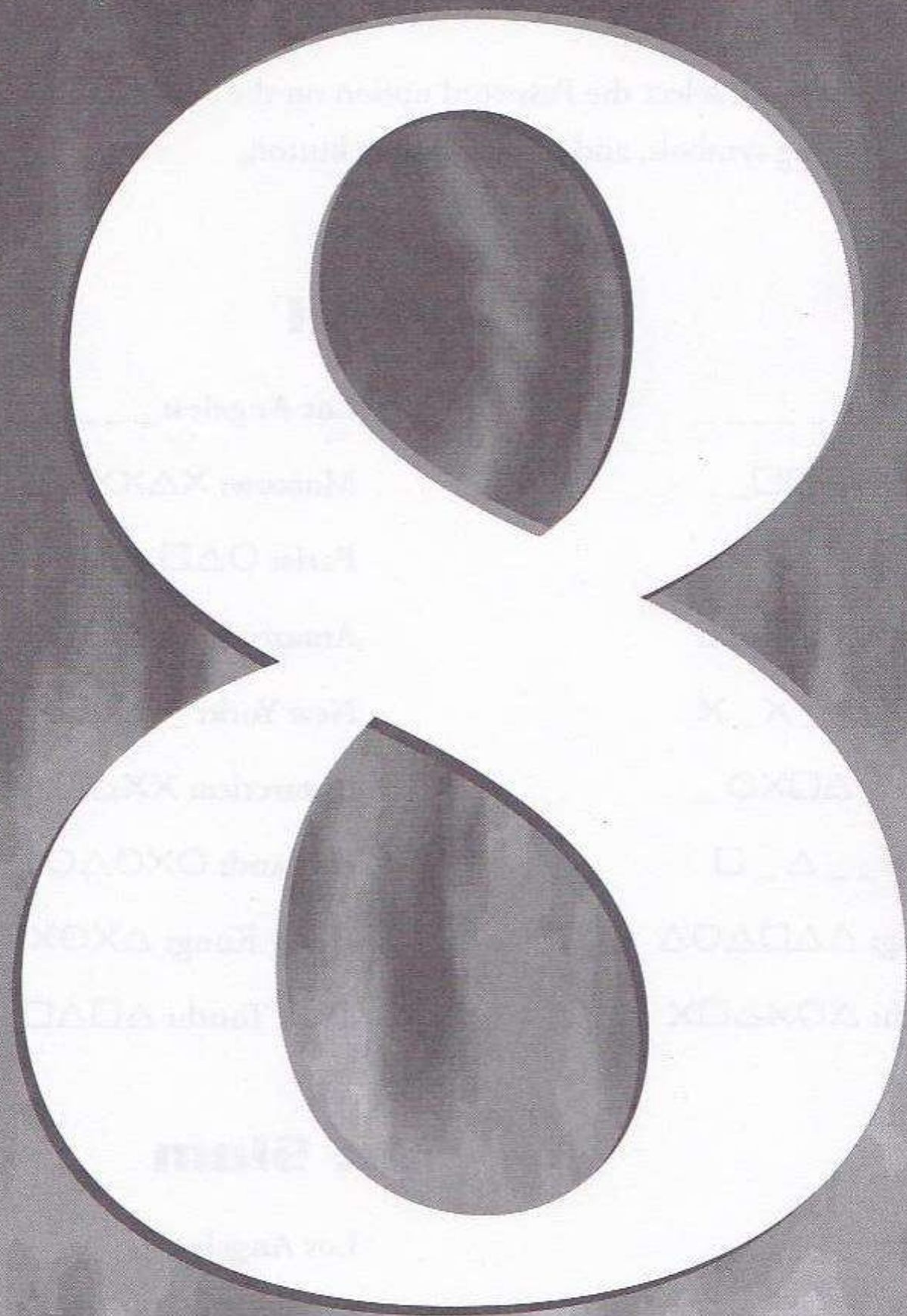
Rooftops: Press ↓, ←, R1, ↓.

Cyburbia: Press ↓, ↑, L1, R1.

Suicide Swamp/Jet Moto Stage: Press ↑, ↓, →, R1.

Again, an explosion sound effect confirms a correct entry.

These levels can only be played in a Two-Player Challenge Match and are not a part of the Twisted Metal Tournament.



P A S S W O R D S

To use a password, select the Password option on the Start/Options screen, enter the corresponding symbols, and press the Start button.

Roadkill

Los Angeles: _ _ _ _ _

Moscow: O X Δ □ □ _

Paris: Δ _ Δ _ _ O

Amazonia: X X Δ O □ Δ

New York: O _ _ X _ X

Antarctica: _ Δ □ X O _

Holland: X _ _ Δ _ □

Hong Kong: Δ Δ □ Δ O Δ

Dark Tooth: Δ O X Δ □ X

Axel

Los Angeles: _ _ _ _ _

Moscow: X Δ X X _ _

Paris: O Δ □ _ Δ _

Amazonia: Δ Δ □ O O _

New York: _ Δ □ □ X _

Antarctica: X X Δ □ Δ O

Holland: O X O Δ O O

Hong Kong: Δ X O X X O

Dark Tooth: Δ □ Δ □ _ □

Twister

Los Angeles: _ _ _ _ _

Moscow: X _ _ Δ O _

Paris: Δ X O O X Δ

Amazonia: _ Δ □ X □ O

New York: X Δ X O X _

Antarctica: O _ _ X □ Δ

Holland: _ X X _ _ O

Hong Kong: X X Δ X □ _

Dark Tooth: X □ _ □ Δ O

Mr. Slam

Los Angeles: _ _ _ _ _

Moscow: X X Δ □ X _

Paris: X _ _ O X □

Amazonia: O Δ □ _ □ X

New York: Δ X O □ _ O

Antarctica: Δ _ Δ O Δ Δ

Holland: _ O _ _ O _

Hong Kong: □ _ _ Δ _ Δ

Dark Tooth: □ _ □ Δ O X

Shadow

Los Angeles: _ _ _ _ _

Moscow: □ _ _ △△ _

Paris: XXO _ △X

Amazonia: X△X□O△

New York: X _ _ XO□

Antarctica: OXOOXO

Holland: O△□△□ _

Hong Kong: O _ △ _ □X

Dark Tooth: O△ _ △O _

Outlaw 2

Los Angeles: _ _ _ _ _

Moscow: _ XO _ △ _

Paris: △△XO△ _

Amazonia: △□□□△ _

New York: OX△△△ _

Antarctica: X△OX△ _

Holland: X□□ _ △ _

Hong Kong: _ △X□XX

Dark Tooth: _ OX _ △ _

Hammerhead

Los Angeles: _ _ _ _ _

Moscow: _ △XXX _

Paris: _ X△□X△

Amazonia: △ _ _ XO

New York: △△X△XX

Antarctica: △X△OX□

Holland: △□□X□ _

Hong Kong: O△O□□△

Dark Tooth: OOO _ △X

Warthog

Los Angeles: _ _ _ _ _

Moscow: △ _ _ △□ _

Paris: △□□□X□

Amazonia: O□□OXX

New York: X□□ _ XO

Antarctica: _ XO△ _ □

Holland: △X△□ _ X

Hong Kong: OX△O _ O

Dark Tooth: O□ _ O□□

Mr. Grimm

Los Angeles: _ _ _ _ _

Moscow: $\Delta\Delta XXO$ _Paris: $O X \Delta O \Delta X$ Amazonia: $X \square \square \Delta \Delta \Delta$ New York: Δ _ _ $O X O$ Antarctica: $O \Delta X \Delta X$ _Holland: $XX \Delta$ _ $O X$ Hong Kong: _ $X O \Delta \square \square$ Dark Tooth: _ $\square \Delta O O \Delta$ **Thumper**

Los Angeles: _ _ _ _ _

Moscow: O _ _ ΔX _Paris: $X \square \square O O \Delta$ Amazonia: $\Delta X O$ _ \square _New York: $XX \Delta \Delta X \Delta$ Antarctica: $\Delta \Delta \square$ _ _ _Holland: $X \Delta X$ _ $\square \Delta$ Hong Kong: Δ _ _ $\square \Delta$ _Dark Tooth: Δ _ $\square \square X O$ **Grasshopper**

Los Angeles: _ _ _ _ _

Moscow: $\Delta X O$ _ _ _Paris: $X \Delta O \square \square O$ Amazonia: _ $X O O \Delta O$ New York: $O \Delta X O$ _ \square Antarctica: $X \square \square O$ _ Δ Holland: $\Delta \Delta X \square O \Delta$ Hong Kong: $O \square \square \square \Delta X$ Dark Tooth: X _ $X \square \square$ _**Spectre**

Los Angeles: _ _ _ _ _

Moscow: $O \Delta X X \Delta$ _Paris: _ $\Delta \square O O X$ Amazonia: $O X \Delta \square \Delta X$ New York: _ $X O X X \Delta$ Antarctica: X _ _ _ $O \Delta$ Holland: Δ _ _ $\square X \square$ Hong Kong: $X \Delta X \Delta O \square$ Dark Tooth: $X O O O$ _ Δ

Secret Characters

Unfortunately, there are no passwords for the secret characters, Sweet Tooth and Minion. To see the ending sequence for each, you'll have to complete the game from start to finish.

Gameshark Codes

Player One Codes

Infinite Specials: 801882E6 0063

Infinite Fire Missiles: 801882E8 0063

Infinite Homing Missiles: 80188EEA 0063

Infinite Remote Bombs: 801882EC 0063

Infinite Power Missiles: 801882EE 0063

Infinite Napalm: 801882F0 0063

Infinite Ricochet Bombs: 801882F2 0063

Infinite Lightning: 801882F4 0063

Infinite Energy: 80187D00 0078

No Energy: 80187D00 0000

One-Hit Death: D0187D00 0078; 80187D00 0001

25% Energy: D0187D00 0078; 80187D00 001E

50% Energy: D0187D00 0078; 80187D00 003C

75% Energy: D0187D00 0078; 80187D00 005A

Infinite Turbo: 8018830A 00C8

No Turbo: 8018830A 0000

Infinite Advanced Attack Energy Bar: 80188308 0400

No Advanced Attack Energy Bar: 80188308 0000

Mega Rapid Fire: 801882FE 0000

Player Two Codes

Infinite Specials: 80188AFA 0063

Infinite Fire Missiles: 80188AFC 0063

Infinite Homing Missiles: 80188AFE 0063

Infinite Remote Bombs: 80188B00 0063

Infinite Power Missiles: 80188B02 0063

Infinite Napalm: 80188B04 0063

Infinite Ricochet Bombs: 80188B06 0063

Infinite Lightning: 80188B08 0063

Infinite Energy: 80188514 0078

No Energy: 80188514 0000

One-Hit Death: D0188514 0078; 80188514 0001

25% Energy: D0188514 0078; 80188514 001E

50% Energy: D0188514 0078; 80188514 003C

75% Energy: D0188514 0078; 80188514 005A

Infinite Turbo: 80188B1E 00C8

No Turbo: 80188B1E 0000

Infinite Advanced Attack Energy Bar: 80188B1C 0400

No Advanced Attack Energy Bar: 80188B1C 0000

Mega Rapid Fire: 80188B12 0000

Background Select: 8001A0A2 0?08. (Use the following numbers in place of the '?' symbol to insert a selected background: 1—Moscow; 2—Paris; 3—Amazonia; 4—New York; 5—Antarctica; 6—Holland; 7—Hong Kong.)

Both Players as the Same Car: 8003434A 0?0E. (Use the following numbers/letters in place of the '?' symbol to play with the selected character: 0—Hammerhead; 1—Outlaw 2; 2—Warthog; 3—Mr. Grimm; 4—Grasshopper; 5—Thumper; 6—Spectre; 7—Roadkill; 8—Twister; 9—Axel; A—Mr. Slam; B—Shadow; C—Sweet Tooth; D—Minion.)

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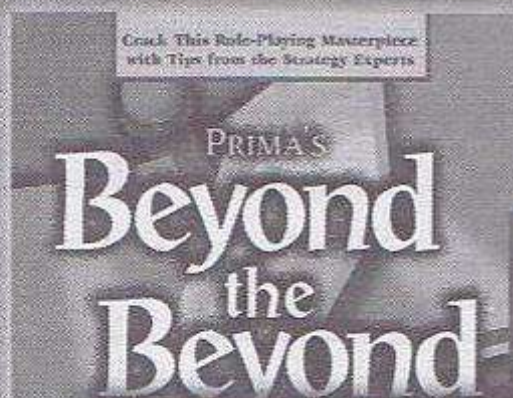
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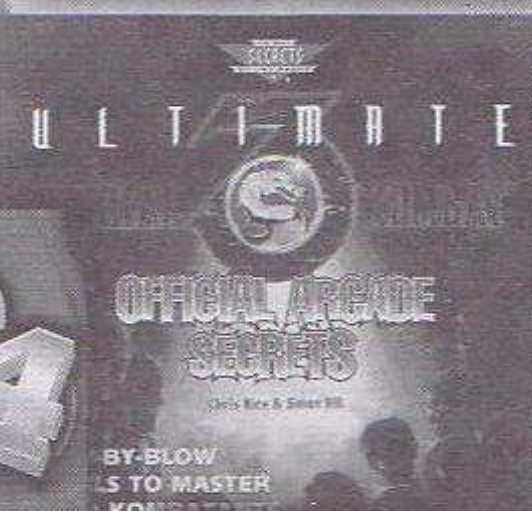
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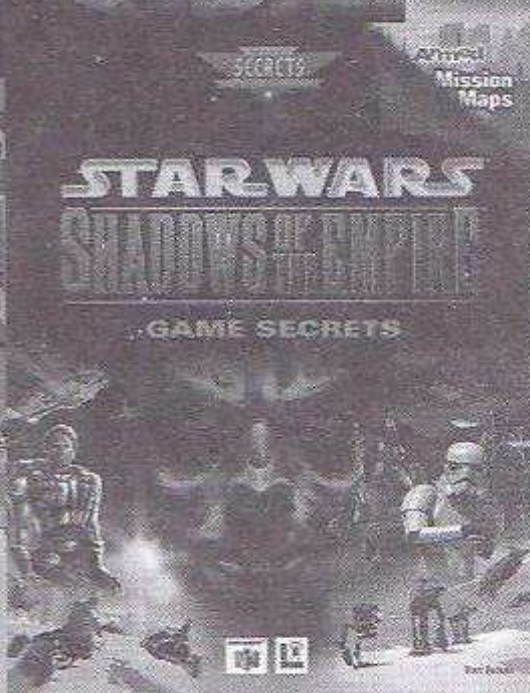
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